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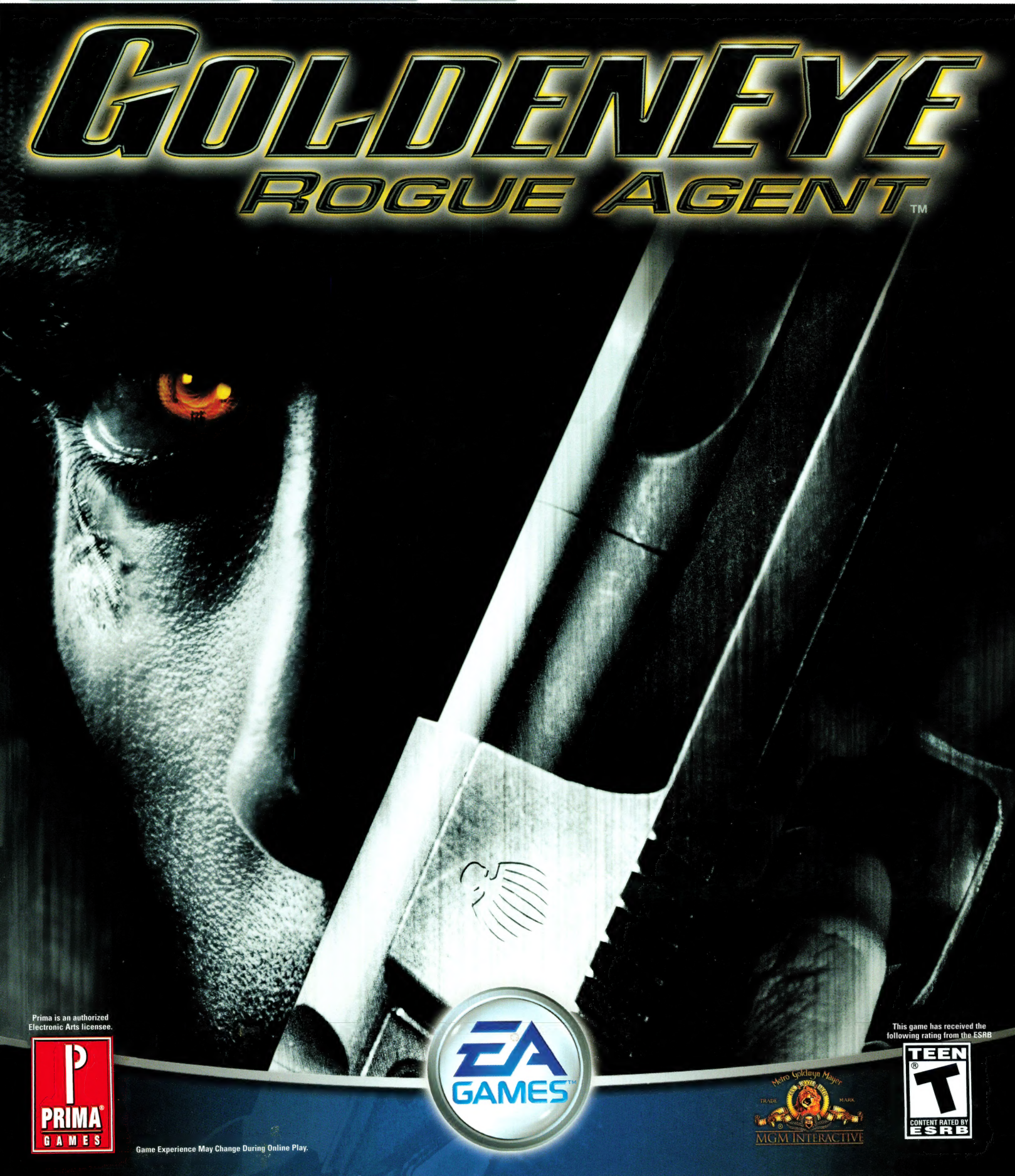
GOLDENEYE ROGUE AGENT™



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GoldenEye Rogue Agent

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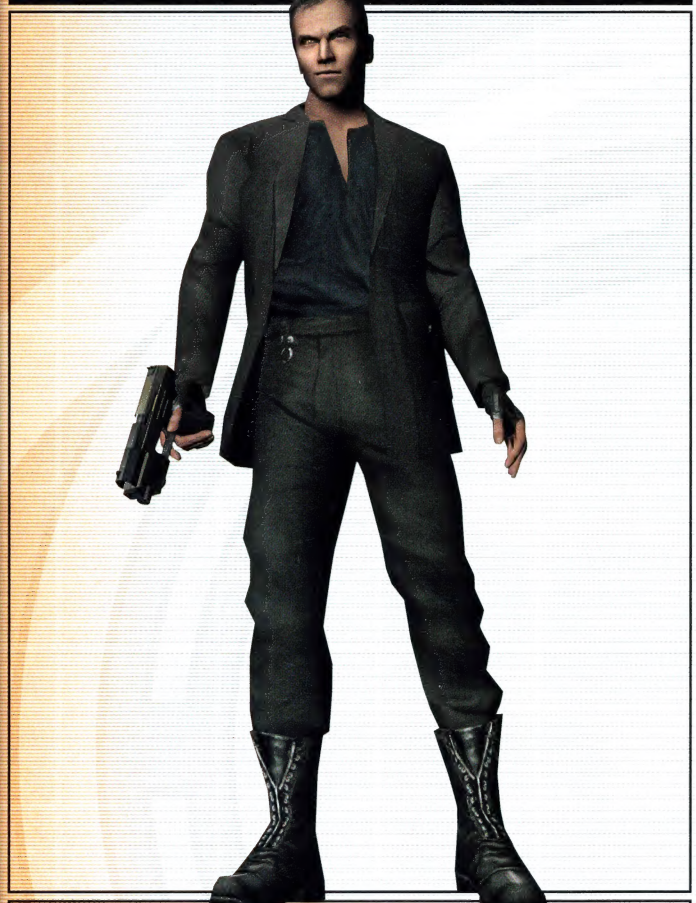
PERSONNEL FILES

GOLDENEYE



DESCRIPTION

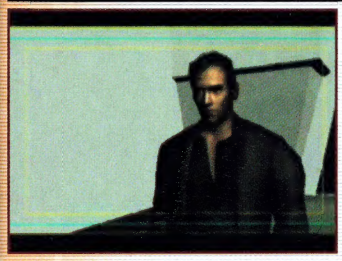
Once a candidate for "00" status, GoldenEye began a swift descent into darkness after an operation against the notorious Dr. No, who personally fired the shot that cost him an eye. Summarily dismissed from Her Majesty's Secret Service for "reckless brutality," GoldenEye is recruited by Auric Goldfinger to be his chief enforcer. Goldfinger's technicians restored his sight with a gold-hued cybernetic eye, earning the rogue agent the name GoldenEye. A master of weapons and explosives, GoldenEye's unwavering mission is one of extreme vengeance aimed at his nemesis, Dr. No. There are no rules, and there's no mercy.

DR. JULIUS NO

DESCRIPTION

Dr. No was the first of a long line of megalomaniacs to challenge James Bond, as the villain in 007's unforgettable debut film, *Dr. No* (1962).

A scientist and inventor skilled in biology, atomic research, and aeronautics, Dr. No is also a brilliant and deadly tactician. He has begun a campaign to dominate the underworld on his own terms. He is determined to annihilate the warlords of the criminal world—particularly Goldfinger and his fearless enforcer, GoldenEye.



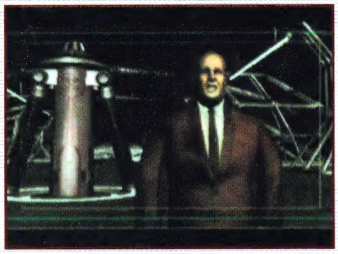
AURIC GOLDFINGER

DESCRIPTION

The legendary villain with the clever plan to irradiate America's bullion reserve tangled with 007 in 1964's *Goldfinger*.

Goldfinger's engineers have completed the prototype for the OMEN device—a superweapon coveted by Dr. No. The arrogant and temperamental Goldfinger has enlisted GoldenEye to protect the OMEN and assassinate Dr. No.

The rogue agent suspects his ruthless employer is not to be trusted; betrayal and greed run through the villain's veins as surely as his lust for gold.



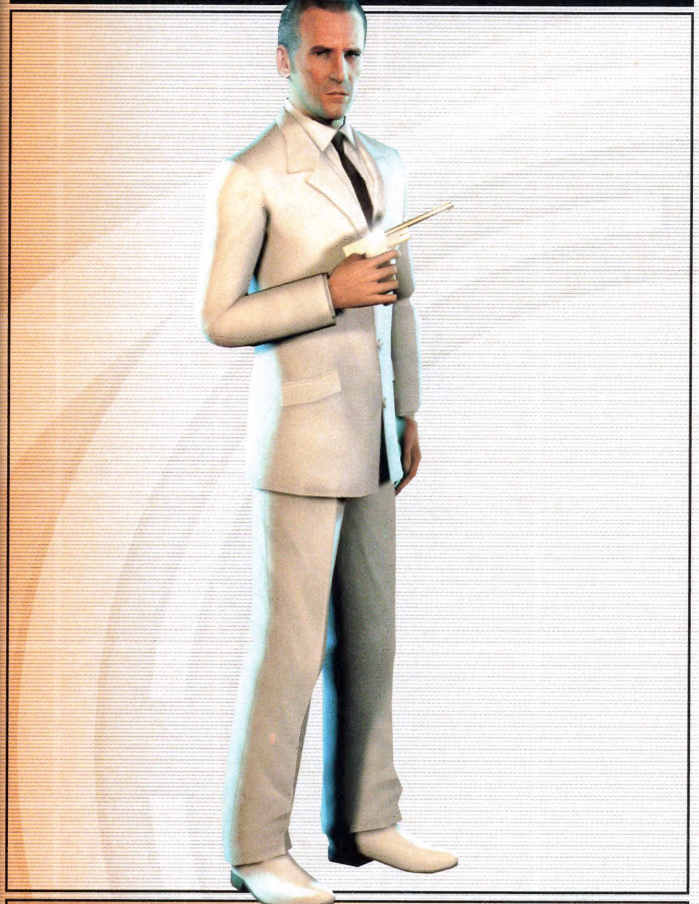
PUSSY GALORE

DESCRIPTION

One of the most memorable "Bond Girls" in the 007 pantheon, ace aviatrix Pussy Galore was a professional cat burglar before joining Goldfinger as his personal pilot in the film *Goldfinger*.

The stunning blonde beauty and master of martial arts will become GoldenEye's most trusted companion (and object of desire) as he rises through the ranks of villainy on missions of mayhem and destruction.

FRANCISCO SCARAMANGA



DESCRIPTION

A professional assassin who targets 007 in the 1974 Bond adventure *The Man With the Golden Gun*, Francisco Scaramanga is an elegant and charming villain in league with Goldfinger.

In a constant search for the latest items useful to criminal enterprise, technophile Scaramanga is involved with a far-reaching black-market network. An ally and confidant to Goldfinger, Scaramanga contracted the design for GoldenEye's synthetic orb and its numerous upgrades.

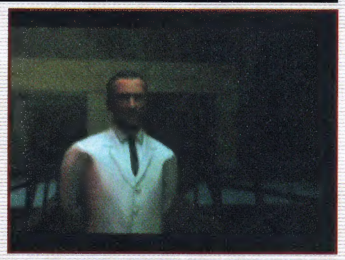
XENIA ONATOPP

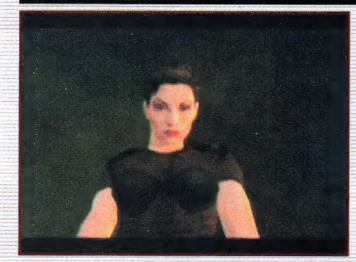
DESCRIPTION

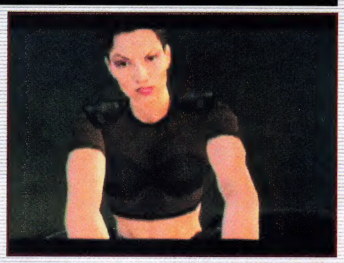
The seductive and lethal Xenia Onatopp proved a formidable Bond villainess in the1995 film *GoldenEye*.

Trained as a Russian fighter pilot and assassin, Onatopp is Dr. No's primary military officer, responsible for the escalating wave of assaults launched against Goldfinger.

The merciless Onatopp has a rather unique method of finishing off her prey, which she intends to reveal to GoldenEye once she's cornered him.







PERSONNEL
FILES

ODDJOB

DESCRIPTION

One of the most famous henchmen in the Bond universe, Goldfinger's grim Korean bodyguard is remembered for the deadly, steel-brimmed hat he employs to defend his master.

Oddjob is a menacing presence, prized by Goldfinger for his supreme toughness and loyalty. Beneath his silent facade, Oddjob is not pleased by the arrival of GoldenEye. After all, there is only room for one right-hand man.

NUMBER ONE

DESCRIPTION

The head of a vast criminal empire is the only Bond nemesis to appear in several 007 films. He was initially portrayed merely as an immensely evil, shadowed figure, cradling his signature white cat. But he finally confronted Bond face to face in 1967's *You Only Live Twice*.

Number One is a mysterious and cunning villain, yielding great power. He sees promise in Goldfinger's protégé—but his plans for GoldenEye remain unclear....

BASIC TRAINING

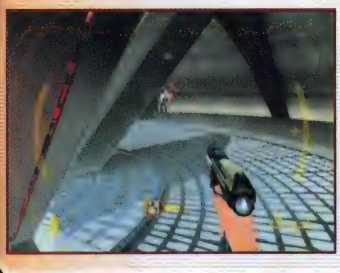
MOVEMENT

BUTTON LAYOUT

There are two primary control schemes for playing GoldenEye: Rogue Agent—Classic and Precision. There are six sets of preconfigured layouts, but you will ultimately need to decide which primary type suits you best. The Classic mode is reminiscent of the original GoldenEye 007 game. This mode utilizes the left analog stick to look right and left, but when pressed up and down it moves your character in the corresponding direction. Likewise, the right analog stick will move your character when pressed right or left, but will make your character look when pressed up or down. The Precision mode is an advanced configuration and allows you more immediate control of your movements and aiming. In this mode, the left analog stick will move your character and the right analog stick will let you look around the room. The choice is up to each player, but most will probably want to master the Precision layout to gain the fine control necessary for competitive multiplayer action.

STRAFING

One of the first skills you must master is being able to keep your target in your sights while you are moving. The enemy AI is very elaborate and you must learn to move and dodge as much as they do. The trick is to keep your enemy targeted while strafing (moving while looking) to the right or left to avoid incoming fire. This is basically performed by pressing the two analog sticks in different directions. Thus, while you are moving to the left you are still looking to the right and keeping your target in your sights. The important factor is how much pressure you apply to each analog stick. Depending on the proximity of your foe, you must apply a certain amount of force on each stick. You don't want to move too quickly using the left analog stick or lose sight of your target with the right analog stick. If you get this technique down, you should be able to circle an enemy completely while keeping him in your crosshairs. It takes some practice, but this kind of accuracy will really pay off in the campaign and multiplayer modes.



CROUCHING AND COVER

Even the fastest and most nimble players can get pinned down. When enemy fire is too heavy, seek shelter behind the safety of a nearby obstacle. However, bear in mind that many obstacles can be destroyed by repeated or powerful gunfire.

Also, don't duck behind an explosive barrel! The best way to make the most of your immobility is to crouch and peek out of from your protected vantage point to eliminate the enemy. You should also take this time, while you are in a relatively safe position, to adjust your crosshairs so you will be shooting at enemy-head height The idea is to make as small a target for your foe as possible. It is a lot harder for the AI or other players to hit a small target. Sometimes you may need to run from one cover spot to another. While it may be tempting to stay crouched and creep low to avoid cross fire, keep in mind that you move very slowly when you are crouched.

WHERE DO I GO?

Many of the levels in GoldenEye: Rogue Agent are rather complex. Luckily, the creators of this fine game made our lives easier by placing a handy arrow on the screen to point you in the right direction. If you lose your bearings, just keep your eyes glued to the little arrow, and work toward that direction. Keep in mind that you may need to go around some areas the long way, or ascend or descend via an elevator, stairwell, or hole in the ground.

In cases of unobvious and noncardinal directions, a yellow arrow will hover over the objective (or doorway) to guide you to your next critical location.

INTERACTING WITH THE ENVIRONMENT

BUTTONS

GoldenEye: Rogue Agent offers many interesting ways to interact with your surroundings. The simplest of these environmental characteristics are buttons that will activate a lift or other action. These are usually pretty apparent, and when you get close to one, the option to use it will pop up onscreen.

DEATHTRAPS

This is the kind of clever and tricky interaction you've been longing for. Through most of the levels, there are devices that you can activate to enable a deathtrap. The deathtraps are basically mechanical devices that will dispatch a series of enemies if they are in the right spot. Not only are deathtraps incredibly cool to activate, but you will also receive a Machine Trap Rogue Bonus for your efforts. These are just too much fun to pass up, and they are pretty dang good at eliminating a bunch of enemies in one shot. Man, it pays to be evil!

DESTRUCTABLE OBJECTS

Throughout the game, you will find numerous destructible objects. Some are simply put in your way to give you the rewarding feeling of destruction and mayhem, but others can serve you very well. Objects such as explosive barrels, valves on steam tanks, and fire extinguishers can help you eliminate your enemies. Always be on the lookout for groups of enemies in close proximity to these type of objects. It's not only fun; it is a good way to clear a bunch of opponents from a safe distance.

COMBAT & SURVIVAL

WHERE ARE THE HEALTH POWER-UPS?

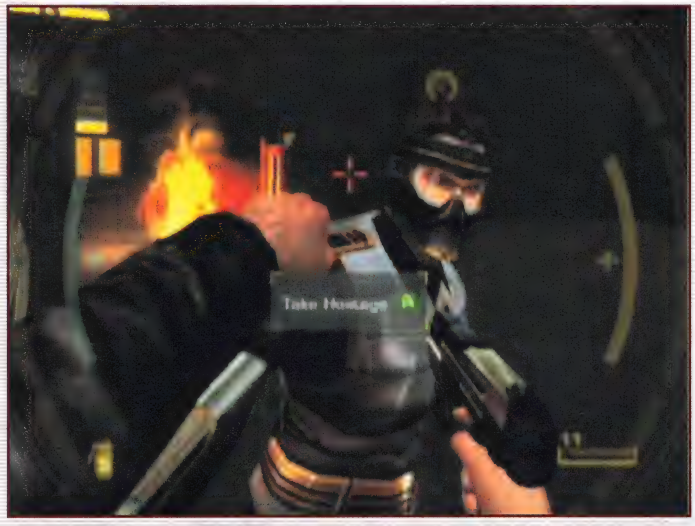
The simple answer is, there aren't any! Before you start panicking, consider one very interesting aspect of GoldenEye: Rogue Agent. Your health will recharge by itself. While this may sound like you will be unstoppable, believe us when we say that it is a much-needed feature. The AI is so keen that you will definitely take damage, and you will rely on the ability to auto-heal. Whenever you see your health bar turning red and you hear the warning sound, you know it is time to take cover and wait for your life to recharge. If no cover is available, try to run back to a safe position or crouch to avoid the barrage of bullets. It takes a few seconds for the regeneration to begin after you're hit, so seek so shelter whenever you see your life bar going red.

ARMOR

Throughout the game, you will find vests that will fill up a quarter of your armor gauge (on the left side of the screen). Armor acts as an extra life bar in that it will be depleted before your health starts to go down. You can often find vests after defeating enemies. Always pick them up when you need them. However, it is better to save the armor if your armor gauge is already full. Also, keep in mind that some of the most powerful weapons will go through your armor as if it isn't there. In addition, melee attacks aren't affected by armor. A good punch to the face negates any body armor. **Note:** When you score a precise shot, the value of the enemy's armor is maximized.

MELEE

There are always plenty of guns at your disposal, and you standard-issue Spec 9 has an endless supply of bullets. However, there are some occasions when melee attacks are important, such as when you're trying to earn a Rogue Bonus, when you're taking a hostage, or when you just want to vent some aggression. You can perform a melee attack by hitting the melee button—even when you're not holding a weapon. Very seldom will you choose to go around punching armored guards, but if you are indulging in any of the options just mentioned, it can provide a very rewarding feeling. Guns are great, but nothing can substation the satisfaction of a good punch to the head. However, as much fun as this may be, keep in mind that enemies will be firing on you as you casually stroll up to them and punch them in the mouth. To avoid becoming an easy target, hit enemies when their backs are turned, or use the GoldenEye Shield to provide some protection.

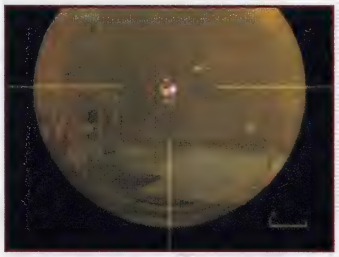


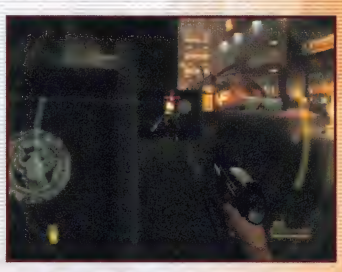
HOSTAGES

Taking a hostage is fun way to utilize one of the game's coolest features. You simply need to stun an enemy with a melee attack (see the melee section above) or the Venom 200ml, and then grab them. Keep in mind that when you grab your hostage, you drop any two-handed weapon that you are carrying. The advantage of taking a hostage is that the person will act as a shield and can soak up a fair amount of damage. The disadvantage is that while you have a hostage, you will not be able to pick up weapons or ammo. Use a human shield when you want to be able to move in closer on hiding enemies and take them out with precise shots. Do not try to use a hostage when your enemies are firing high-caliber weapons at you. While your human shield may seem like an extra layer of protection, it just makes a larger target, and the stronger weapons in the game will make quick work of your pal, leaving you wide open.

PRECISE SHOTS

This is the single most effective method to dispatch an enemy. A precise shot is one of the keys to getting through the game efficiently. Shooting an armored enemy in the chest will often take five shots, whereas a well-placed precise shot can drop a foe with one bullet. Not only is your precision going to save you time and ammo, but you will also be awarded a Perfect Shot Rogue Bonus. Be sure to look out for the Longbow SR (sniper rifle) and the AR4 Commando, which both have scoping ability. These guns can zoom in and make headshots possible from a great distance. It takes a bit of practice to achieve these shots successfully and consistently, but they are always the preferred method of disposal. However, they may be harder than they appear, and not all shots aimed at the head will score you a lethal precise shot.





WEAPONS & AMMO

WEAPON USAGE

Each time you pass over a gun, it will be possible to equip it in either hand unless it is a two-handed weapon. There is a large variety of weapons, and when to use them will be based largely on your playing style and the situation. For example, if a room is full of enemies that are pelting you from a distance, the AR4 Commando is a great option for its zoomed scope abilities. However, if you want to run and gun through a group of foes, an HS-90 and a Mamba 12g can be a great combination. There is no shortage of guns in this game, so try out the different combinations to see what works best. Some people will love to equip two HS-90s and mow down their opponents with a ton of gunfire, while others may prefer a more powerful gun with less ammo expenditure.

Also, remember that you can drop a weapon manually and preserve its ammo while you pick up and use another. If you have a really powerful gun and there is an easy-to-eliminate enemy, you can drop your powerful gun and take out the foe with your Spec 9. Then, just pick up your other gun and continue on your evil way. It's also useful to drop a gun in order to access your grenades. If you're holding a gun in your left hand, the grenade option will not appear until you drop the gun, either manually or because it has run out of ammo. Grenades are a great way to clear out entrenched enemies; don't forget you are carrying them! (Note: For a complete breakdown of each weapon, consult the weapons appendix.)

ARE TWO GUNS BETTER THAN ONE?

One of the key features of this game is the ability to wield two weapons at once. The combinations are staggering, and the decision of whether to use one weapon or two depends on how you like to play. Most of the really powerful large guns are two-handed and generally have a smaller ammo supply. The best approach is usually to use up guns that have little ammo, and proceed to the next one. Also, it may be wise to keep two different types of guns so that you aren't splitting ammo between them.

The real tactical use of dual guns is to alternate their fire. Rather then squeezing both triggers and running dry on ammo with both guns, use a staggering method to alternate shots so you maintain constant gunfire. This is especially important when using guns with fast firing rates and/or weapons that reload often (such as the HS-90, the Jackal, etc.). The goal should be to maintain constant but not simultaneous gunfire to maximize your ammo usage and avoid auto-reloading at the worst times. If you keep constant fire on some enemies, they many not even be able to fire back.

AMMO

No matter which weapon you choose, you will need to keep track of your ammo. Your remaining ammo is indicated by the small bar and the numbers near your weapon. The top number is how many rounds you have left in the gun, while the bottom number is the total amount of ammo you have for the weapon. Each weapon has a maximum number of rounds you can carry. The small bar between the top number and bottom number is a visual indicator and is great to give you a warning of when you will need to reload. If you have additional ammo for a weapon, it will automatically reload when the top number reaches zero; if you're out of ammo altogether, you will drop the weapon. However, the visual indicator is there for a good reason—you should not go into a heavy gunfight with only a few rounds in your weapon. Although the game will load for you when your ammo expires, you will be wasting time reloading while the enemy keeps firing at you. It is usually best to reload manually when you see your guns are running low.

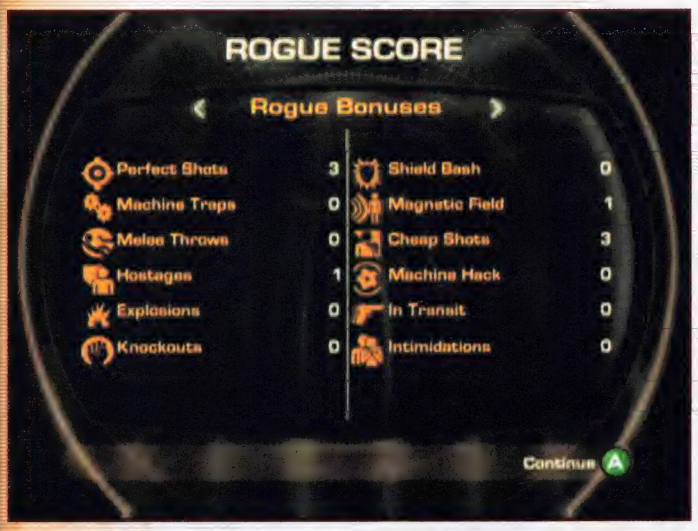
One other important aspect of ammo is that the very powerful guns generally hold a lot less ammo and have a lower maximum-ammo limit. This, of course, makes sense since you wouldn't want someone to walk around with a Harpoon RL that has 100 shots. These types of weapons shouldn't be horded for too long. It is wise to hold onto a Harpoon RL to battle a tough group of enemies or a vehicle, but carrying it around for too long can mean that you'll take additional damage trying to find just the right spot to use it. Keep in mind that you can drop it and resort to another weapon while you are trying to find the best use for the big gun.

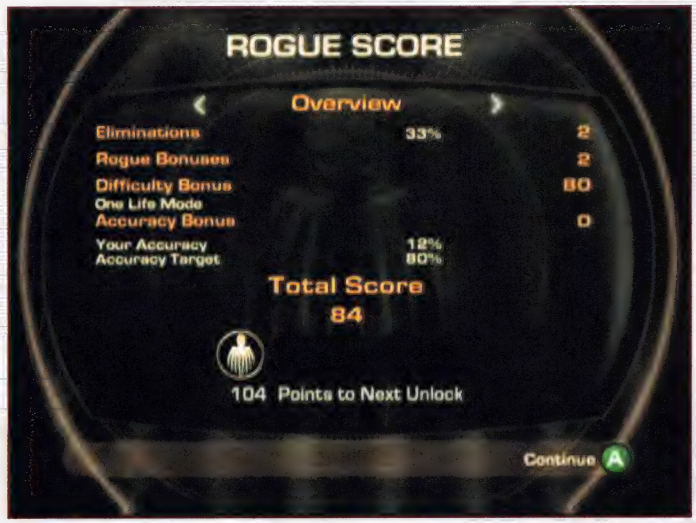
SCORING & REWARDS

SCORING

The scoring formula is based on the simple principal of rewarding players for being as evil (Rogue) as they can be. To achieve the highest score and the most-evil rankings, you will need to utilize a large array of weapons and techniques. Your composite score will be based on the sum of total eliminations, Rogue Bonuses, precision, and difficulty bonuses. Each elimination with a different weapon earns you one point; thus it is in your best interest to use every gun for at least one kill. Each Rogue Bonus is awarded two points. The precision bonus is based on a complex formula to determine your overall accuracy. The difficulty bonus allots a certain number points for each difficulty mode, as follows:

Easy = 0, Normal = 20, Hard = 45, YOLO = 100





REWARDS

The single-player campaign is not only a great way to hone your skills; it is the key to unlocking all aspects of the game. The score you earn for each mission will determine the number of Octopi you receive. The good news is that you will earn all rewards for each subsequent number of Octopi, as well. For example, if you earn four Octopi on Fort Knox, you will receive the MP skin, the MP map and the art packs specified (see sample below). As mentioned previously, Rogue Bonuses will net you twice the normal points, so be sure to go for them whenever the opportunity presents itself.

REWARDS SAMPLE (FROM FORT KNOX CAMPAIGN MISSION)

2 OCTOPI	Level Art Pack: Stills, Personal Sidearm, GoldenEye Implant
3 OCTOPI	MP Map: Pump Room
4 OCTOPI	MP Skin: Auric Elite
5 OCTOPI	Level Art Pack II, MP Modifier: Randomized Weapon

USING THE GOLDENEYE

The namesake feature of this game adds a lot of strategy, both in the single-player campaign and in multiplayer games. You will receive four GoldenEye powers as you progress through the single-player campaign. These powers will recharge over time, but the fastest way to recharge your GoldenEye Power is to perform Rogue Bonuses (see the Rogue Bonuses section below).

GOLDENEYE MAGNETIC POLARITY SHIELD

DESCRIPTION

Other powers have strategic uses, but only the shield helps in direct combat—protecting you from all damage. Also, it completely discharges into your victim if you are hit by a melee attack. (But the shield is too valuable to use on a single target, so keep moving). The power meter runs down quickly with the shield enabled, so learn to use it in short bursts to maximize your protection.

Power Required: 1 Power Used: Variable

UNLOCKED IN: CAMPAIGN, HONG KONG

ACTIVATE: DOWN ON CONTROL PAD

GOLDENEYE EM HACK

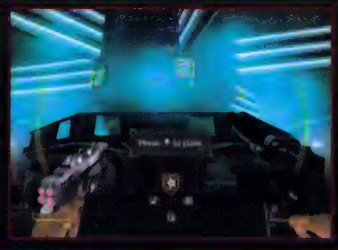
DESCRIPTION

Hack is critical. Use this to operate certain buttons, lower bridges, and perform other tasks to progress through several latter levels. This power can also be used to reprogram turrets, remotely activate objects from a safe distance, and even cause enemy weapons to malfunction. The EM Hack will get you out of many sticky situations.

Power Required: 50 Power Used: 50

UNLOCKED IN: CAMPAIGN, MIDAS CASINO

ACTIVATE: UP ON CONTROL PAD



GOLDENEYE MAGNETIC INDUCTION FIELD

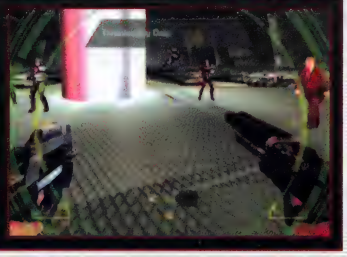
DESCRIPTION

The GoldenEye Field is a useful ability that will allow you to pick up and toss an enemy. This is great for pesky heavily armed or shielded foes that are giving you trouble. Not only will you get the satisfaction of tossing your foe like a rag doll, but you'll also earn a Rogue Bonus.

Power Required: 75 Power Used: 75

UNLOCKED IN: CAMPAIGN, HOOVER DAM

ACTIVATE: RIGHT ON CONTROL PAD



GOLDENEYE MRI VISION

DESCRIPTION

The GoldenEye MRI is a great way to spot opponents that are camping out and waiting to ambush you. This ability will let you see through solid object. In addition, it will also let you target enemies throw objects and hit them with the Mag-Rail. There is something pretty awesome about nailing an opponent when they can't even see you or retaliate.

Power Required: 1 Power Used: Variable

UNLOCKED IN: CAMPAIGN, AURIC ENT.

ACTIVATE: LEFT ON CONTROL PAD

ROGUE BONUSES

There are 12 possible Rogue Bonuses, and if you want to score some serious points, you'll want to earn as many as possible on each level. All Rogue Bonuses have a 2X point multiplayer, so if you are trying to reach a higher score, they are one of the best ways to go about it. When you earn a bonus, an icon will appear at the top of your screen. Some are a lot easier to perform than others, but the goal is to keep an eye out for the right situation. The following is a list of all 12 bonuses.

ROGUE BONUS PERFECT SHOTS

DESCRIPTION

This is achieved by performing a precise shot. There is some variance here, and not all shots aimed at the head will in fact be a Perfect Shot. Also, it is important to note that the precise shot must be the final blow (usually around 50% of the target's remaining health). However, that rule is not an issue when using scoped weapons to snipe your foes at a distance. Not only is this a great way to rack up Rogue Bonuses, but precise shots should always be your preferred method of enemy disposal.

ROGUE BONUS MACHINE TRAPS

DESCRIPTION

Perhaps one of the most diabolical and fun bonuses to trigger, the Machine Trap bonus is awarded when you activate a switch manually and eliminate opponents using a deathtrap. These are unique to each room and level, so do yourself a favor and always trigger the deathtrap to check out the unique effect.

ROGUE BONUS HOSTAGES

DESCRIPTION

First stun an enemy with either a melee attack or the Venom 200ml, then simply grab the foe. While it is fun to taunt your enemies with one of their comrades, remember that you will lose the weapon you were carrying just when you snatched the hostage.

ROGUE BONUS MELEE THROWS

DESCRIPTION

After you have stunned and grabbed an enemy to take him hostage, you can release him with the same button and perform a throw. Why would you want to get rid of your human shield? Besides earning the bonus, you can toss the hostage into other enemies or even over a guard rail. If you toss a hostage into an enemy, you'll knock your opponent down, giving you a great opportunity to score a precise shot. Now, that's definitely worth losing a hostage!

ROGUE BONUS INTIMIDATIONS

DESCRIPTION

This is one of the most difficult Rogue Bonuses to earn since you don't perform the necessary action yourself. You must terrify an enemy to such an extent that he will take one of his own as a hostage. Usually a higher-level enemy will grab a subordinate or lower-ranked foe. The Intimidations bonus can be tough to trigger, but it is most effective in a group or area where several enemies can see your ruthless deeds.

ROGUE BONUS IN TRANSITS

DESCRIPTION

This is a very situational bonus and may not be available in every area. Ultimately, this bonus relies on you terminating an enemy while using a rail mechanic such as a zip line. There are not very many opportunities to perform this bonus, but you'll know when you find the right areas. Classic examples included elevators, lifts, and zip lines.

ROGUE BONUS EXPLOSIONS

DESCRIPTION

This is one of the most common bonuses, along with Perfect Shot (unless, of course, you stay away from precise shots). You'll earn the Explosive bonus by destroying enemies with an explosive weapon or environmental hazard (exploding barrels, fuel tanks, etc). There are many great opportunities, and to conserve ammo, you should always try to take out a group of thugs with an exploding barrel or a powerful exploding weapon.

ROGUE BONUS KNOCKOUTS

DESCRIPTION

This is not the most practical bonus to try to achieve, but you will earn the bonus if you eliminate enemies with melee strikes. This can be a rewarding way to take out your aggression on a bothersome or elusive enemy.

ROGUE BONUS SHIELD BASHES

DESCRIPTION

This is similar to the Knockout bonus, but it's a much safer method for melee attacks. In this version, you use melee attacks to defeat your foe while the GoldenEye Shield is activated (thereby discharging your eye power supply into the enemy). You are protected with your shield, and you can try to rampage several enemies at a time. However, you will be using up your valuable GoldenEye Power.

ROGUE BONUS INDUCTION FIELDS

DESCRIPTION

Here is a Rogue Bonus that can used to create many interesting situations. To earn this bonus, you will need to utilize the GoldenEye Field to levitate and throw enemies to their death. While this will take up valuable power, it is fun to toss enemies around the screen, especially over ledges or into obstacles.

ROGUE BONUS CHEAP SHOTS

DESCRIPTION

A very tactical maneuver and one of the most original concepts in the game, this bonus is achieved by using the GoldenEye MRI Vision in combination with the Mag-Rail to shoot enemies through walls, walkways, ceilings, etc. This is an awesome method for removing those stubborn enemies that are "turtling up" behind obstacles.

ROGUE BONUS HACKS

DESCRIPTION

You'll employ a very useful technique to achieve this bonus. Using the GoldenEye EM Hack, you are able to reprogram turrets, deathtraps, and more to help eliminate enemies. You can even temporarily disable enemy weapons with this technique. As you may have guessed, this bonus can work hand-in-hand with the Machine Trap bonus.

CAMPAIGN

MISSION 01

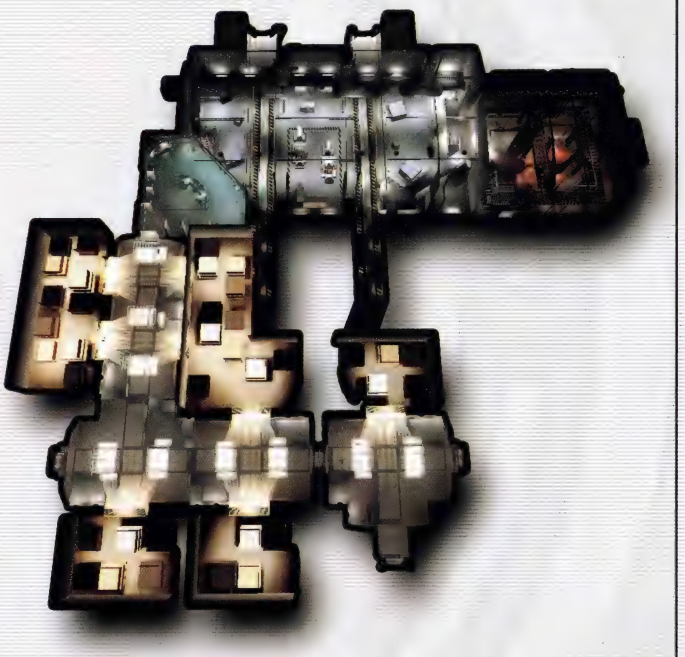
FORT KNOX

MISSION BRIEFING

As an aspiring MI6 agent, relive the climactic ending from the film *Goldfinger*, fighting alongside James Bond to defuse a nuclear bomb. You must stop Oddjob before he destroys Fort Knox.

- AREA 1 -

- AREA 2 -



OBJECTIVES

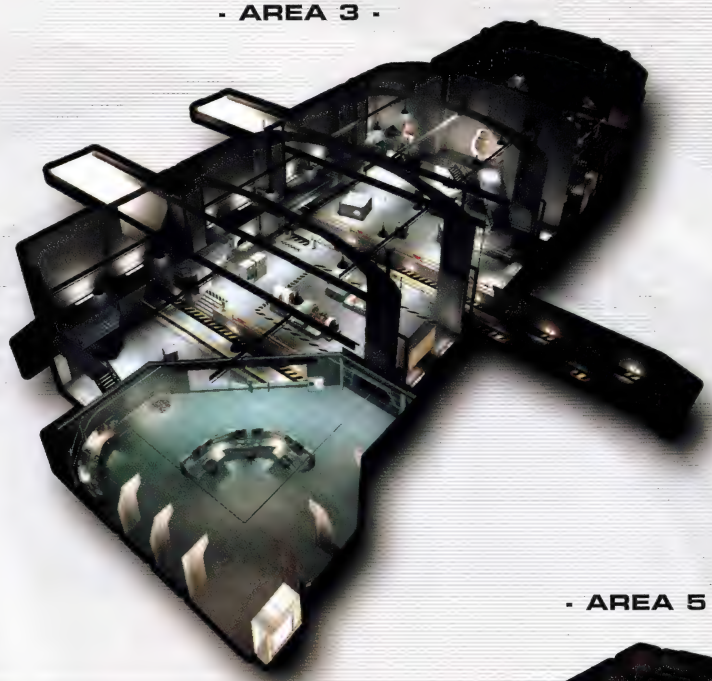
Note: The critical location for each mission objective is marked by a corresponding letter on the map.

	NAME	LOCATION
A	Stop Oddjob	??????

REWARDS

2 OCTOPI	Level Art Pack: Stills, Personal Sidearm, GoldenEye Implant
3 OCTOPI	MP Map: Pump Room
4 OCTOPI	MP Skin: Auric Elite
5 OCTOPI	Level Art Pack II, MP Modifier: Randomized Weapon

- AREA 3 -



- AREA 4 -

- AREA 5 -

A OBJECTIVE: STOP ODDJOB

1. Immediately after the helicopter crash, you begin with your trusty Spec 9. As you turn to your left, you will notice Bond hanging by one arm from the edge of the disabled helicopter.

2. As the helicopter drops into the depths directly ahead, you will notice your first weapon upgrade, the HS-90. Grab the upgrade, and prepare for your first firefight.

3 You're dropped right into the action. Four soldiers emerge directly ahead. Time to try out the HS-90; body shots will take these guys out with no problem. For a Rogue Bonus, go for a precise shot.

A3

4 After the fight, many weapons will be left for the taking. Grab 2 HS-90s, and head left for the stairwell.

5 At the foot of the stairs, a soldier hangs helplessly from the railing. With a quick butt of your gun, you'll have executed your first Rogue Bonus.

A4

A5

6 As you make your way down the stairwell, allied troops will assist you in your cause to stop Oddjob. Your targeting cursor will turn green to alert you of a friendly, and to warn you to hold your fire.

A6

7 When you reach the landing, you will face more resistance: a soldier directly ahead at the foot of the steps, and enemies off to the right. Eliminate both, take another right, and continue down the next stairwell.

8 As you reach the bottom of the stairwell, a few more commandos on the main level of the facility will rush out to attack your allied soldiers. Use the explosive barrels to your advantage, and even the odds in the fight.

A7

A8

9 Continue down to the bottom of the steps, and hang a right. To avoid taking hits, use the pillar at the bottom of the steps to hide as you take aim and clear the area.

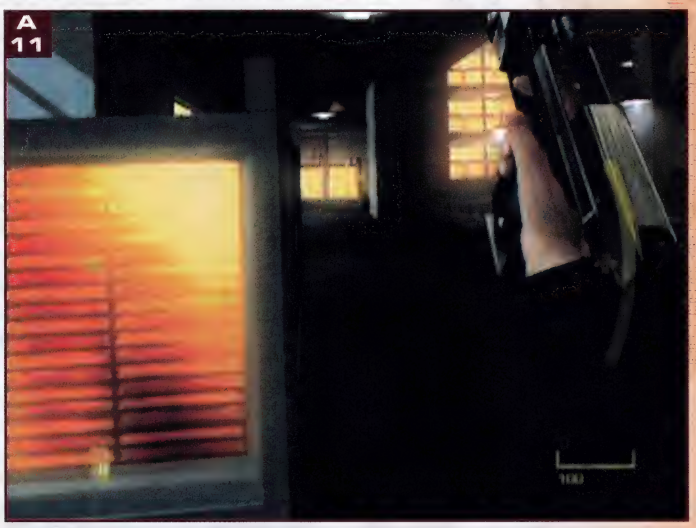
10 Continue to the right, clearing out the remaining enemies. As you take another right turn, you will notice an AR4 Commando leaning against the wall. There are two enemies far off in the distance on a platform to your right. They're no danger to you, but they offer a great test run of the AR4's scoping capabilities. Aim for the barrels next to the enemies, and squeeze off a few rounds.

A9

A 10

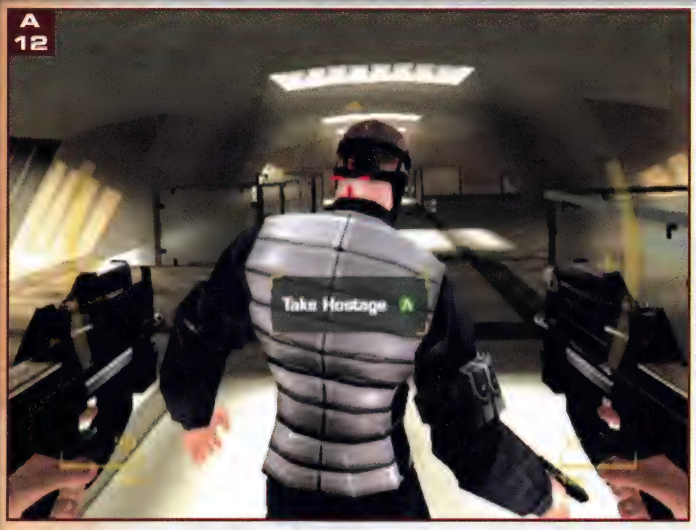
A 10

11 As you make your way to the door straight ahead, more commandos will attempt to stop you. Use the large crates as cover to avoid taking hits from multiple enemies. If you haven't already, exchange your AR4 for a pair of HS-90s, as the next area will put you in a close-combat situation.


A 11

NEW MAP LOCATION
- FORT KNOX -
AREA 2

12 Once past the door, you are alerted of the ability to stun and take an enemy hostage. In the next room, try out this crafty move. Stun the enemy and grab him as a human shield. Continue shooting enemies while you hold the hostage with one hand. He will absorb a few hits for you, and you can toss him at another enemy for an extra Rogue Bonus. The drawback? You cannot pick up any new weapons while holding onto a hostage.



NEW MAP LOCATION
- FORT KNOX -
AREA 3

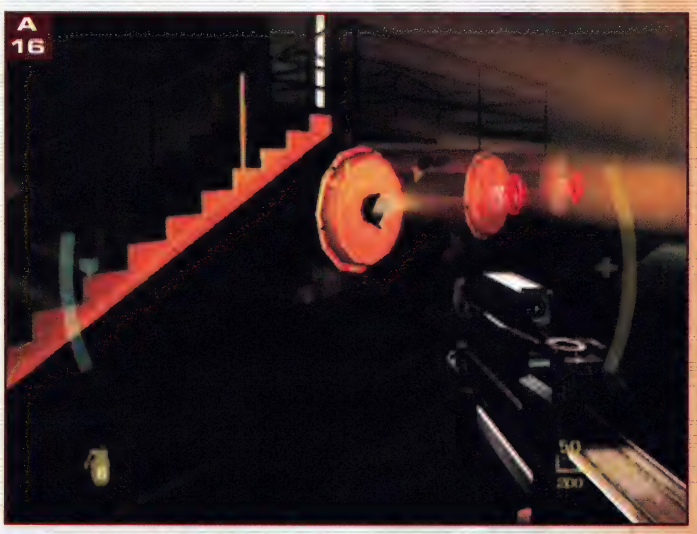
13 The next location is the control room. Two commandos are located here, but they should not pose much of a threat. After clearing the room, you will notice a switch directly in front of the large windows. It activates the mechanical sleds in the gold loading control room below. Activate the switch, which will exterminate any unfortunate enemies on the tracks below, giving you a Machine Trap Rogue Bonus. However, it is very dangerous to stand near the switch, as these same enemies will be taking shots at you. Clear out any remaining threat with the AR4 next to the switch.

14 Once the area below is clear, go down the ladder directly to the left of the switch to reach the loading room. Wait for the two enemies to run into the Deathrap and hit the switch to get them both. In addition, right next to the Deathtrap and you will find a new weapon, the explosive Harpoon RL. This weapon has only three shots, but it is very destructive.

15 When crossing the middle section towards the second Deathrap trench, two enemies spawn and run towards you. The best plan is to wait until they are as close to the your entrance to the trench as possible. Once you go for the switch the two enemies will make a mad dash for the exit furthest from you. If you can pull this off just right you can eliminate both in the Deathtrap.

NEW MAP LOCATION
- FORT KNOX -
AREA 4

16 Be careful coming up the steps to leave the room, one more enemy will be waiting for you at the top. You will have two choices to enter the Boiler Room, the first is the stairwell to the left and the second is the large hole blown in the wall. The Hole is perfect for lobbing grenades then sliding down to finish off the stragglers. Also, you should take out the enemy camped out on the second floor grating through this hole prior to entering the Boiler Room. The stairs gives you a great chance to see an ally and an enemy fighting it out hand to hand.



NEW MAP LOCATION

- FORT KNOX - AREA 5

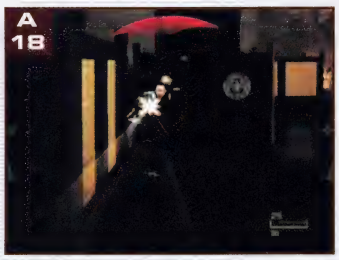
17 Once past the boiler room, you will be back in the vault corridor. Turn right immediately after you enter this area to pick up a shield and the AR4 leaning against the wall.

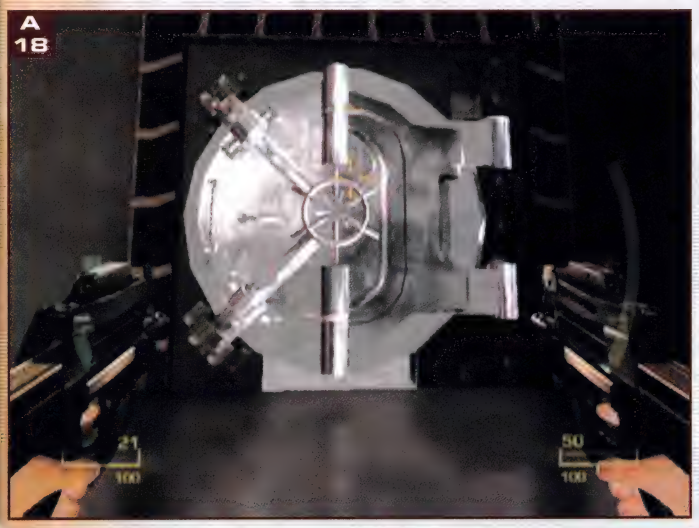
18 Just past the corridor, you will emerge back on the ground floor, where the helicopter crashed earlier in the level. This is an extremely large room with a lot of resistance. Take your time and use all of the crates for cover as you make your way through this area. As you clear out more and more of the enemies, be sure to grab all the armor and weapons on the ground. Once the area is clear, head toward the vault at the far wall of the area.

19 Once you get inside the vault, you'll find yourself in a classic Bond scenario; it's a setup! Oddjob has taken the liberty of rigging the entire Fort Knox facility to blow up... in your face!

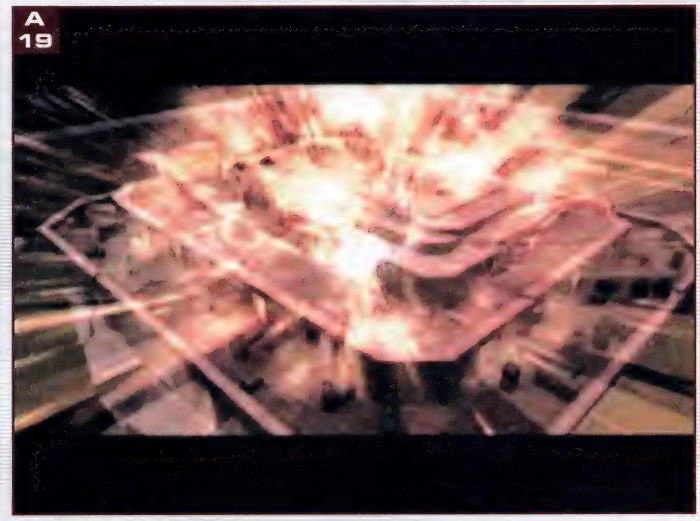
A 17

A 18


A 18


A 18

A 19


A 19

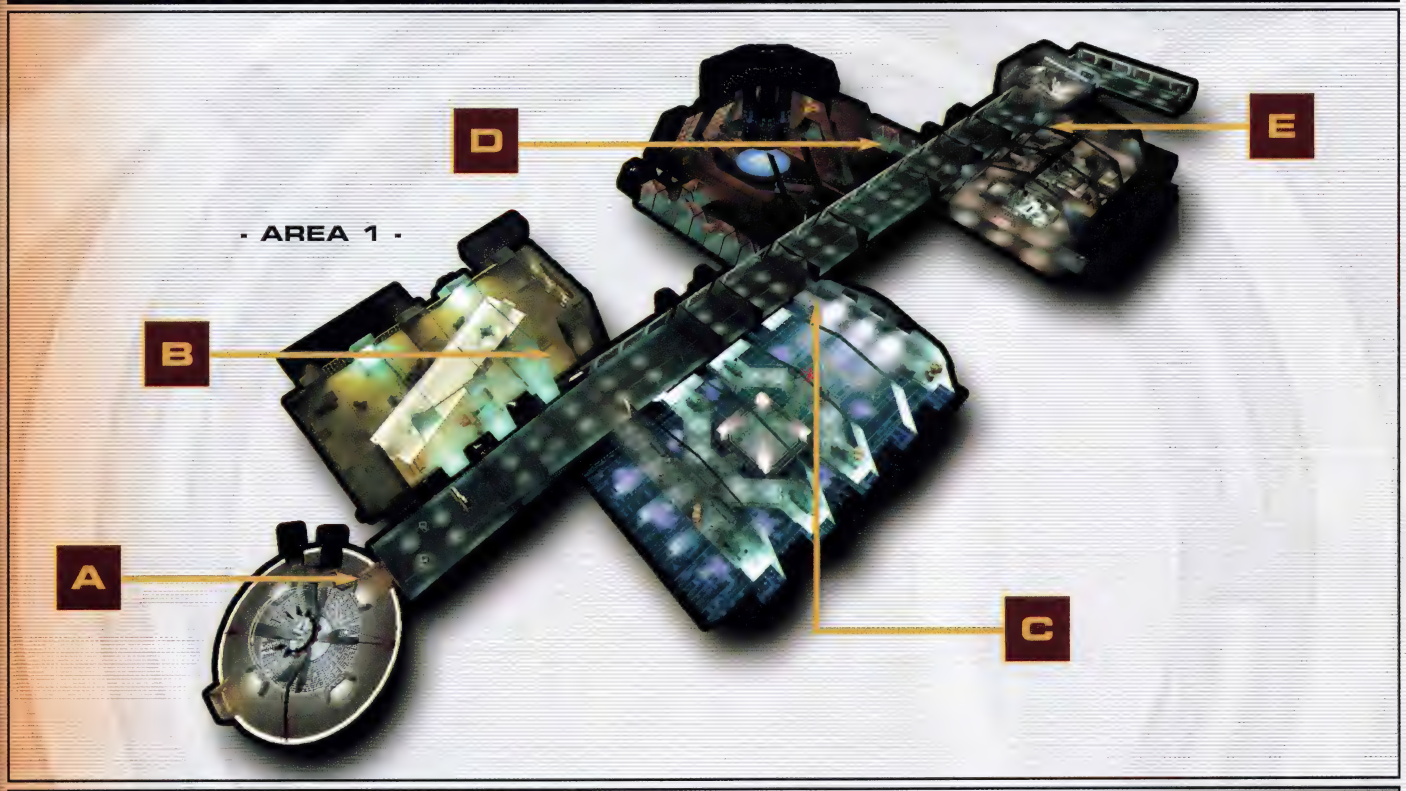
OBJECTIVE A: STOP ODDJOB

MISSION 02

AURIC ENTERPRISES

MISSION BRIEFING

After receiving your first GoldenEye upgrade, Goldfinger reveals the OMEN, a secret weapon that will be used to take over the underworld. Dr. No attacks Auric Enterprises' mountain stronghold in an effort to steal the ultimate secret weapon.



OBJECTIVES

Note: The critical location for each mission objective is marked by a corresponding letter on the map.

#	NAME	LOCATION
A	Clear Omen Chamber	AREA 1
B	Clear Omen Lab	AREA 1
C	Clear Sub-Zero Lab	AREA 1
D	Clear Alchemy Lab	AREA 1
E	Clear Weapons Research Lab	AREA 1
F	Reach Elevator	AREA 1
G	Destroy 1st Filtration Tube	AREA 2
H	Reach Pouring Room	AREA 3
I	Destroy 2nd Filtration Tube	AREA 3
J	Reach Main Dome	AREA 5
K	Escape Main Dome	AREA 5

REWARDS

2 OCTOPI	Level Art Pack: Stills
3 OCTOPI	MP Map: Carver's Press
4 OCTOPI	MP Skin: Dr. No Elite
5 OCTOPI	Level Art Pack II, MP Modifier: Lethal Strike

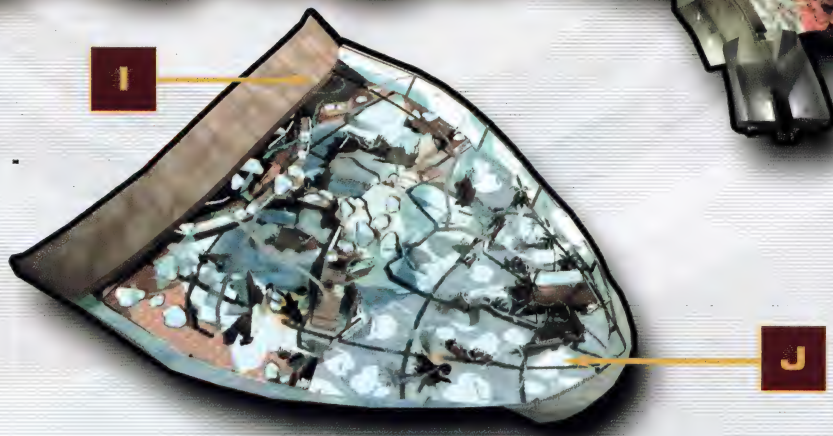
GOLDENEYE POWER RECEIVED: MRI

- AREA 2 -

- AREA 3 -

- AREA 4 -

- AREA 5 -

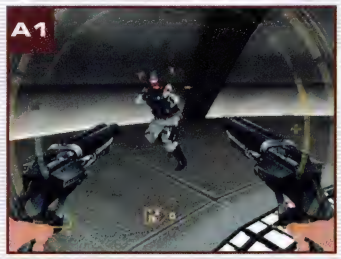


A OBJECTIVE: CLEAR OMEN CHAMBER

1. After the infiltration, your first mission objective is to lock down the Omen Chamber armed with a single Spec 9, eliminate the three guards in the chamber, and grab any discarded weapons. A Dr No soldier heavily equipped with armor, will drop in from the ceiling. A pair of Mamba 12-gauge shotguns will work nicely here. Once the chamber is locked down, exit through the door leading to the exterior of the lab.

A1

A1

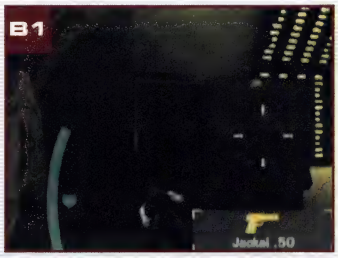

A1

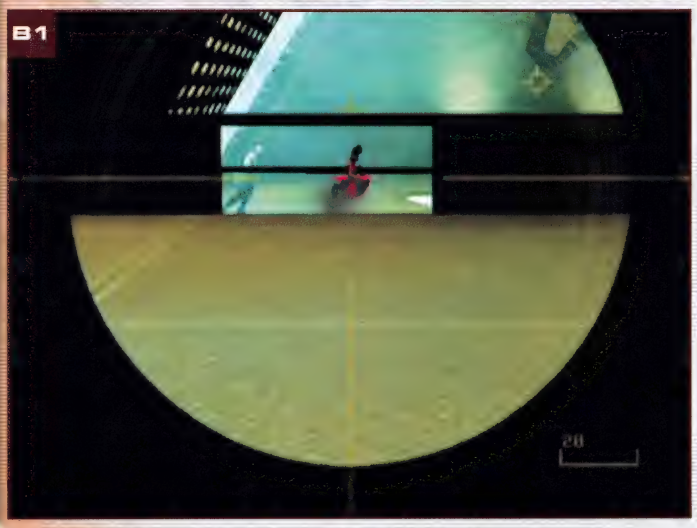
B OBJECTIVE: CLEAR OMEN LAB

1. In the corridor the player will come up behind two enemies fighting two allies. Use one enemy for a human shield then finish the other, thus gaining Rogue points. As you enter the next room you will find the Mag-Rail just leaning against the first lab table. This is great time to learn how to use the MRI Vision and the Mag-Rail together to see thru and shoot enemies, thus gaining Rogue points.

B1

B1


B1


B1

B1

C OBJECTIVE: CLEAR SUB-ZERO LAB

1. The exit of the dock leads to a narrow hallway. Fighting between enemy guards and your soldiers continues. A few shots to the explosive barrels on the left will clear out the hallway in an instant. Right next to the destroyed barrels you will find a Mag-Rail and Armor.

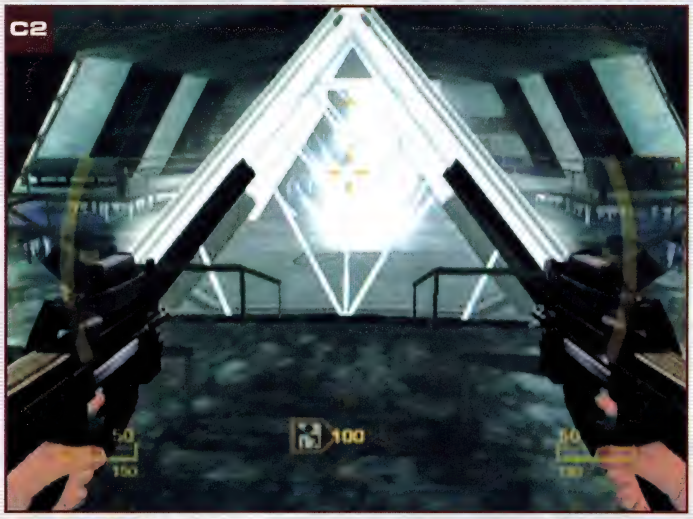
C1

C1

2. Use the Mag-Rail with MRI Vision to eliminate as many enemies as possible in the Sub-Zero Lab. Next, enter the room and head for the switch on the left railing to activate the sub-zero chamber; you'll receive a Machine Trapl Rogue Bonus for any guards caught in the chamber. Once the coast is clear, head through the chamber and past the large cryo tanks. Use the tanks for cover and eliminate any remaining guards in the area. Head up the steps and take a left to exit the lab.

C2

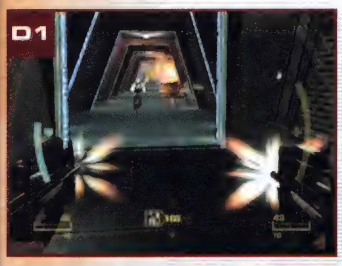
C2


C2

D OBJECTIVE: CLEAR ALCHEMY LAB

1. The next corridor contains two guards and a few barrels. Light 'em up, Be sure to grab the Mag-Rail against the wall at the t intersection of the hallway.

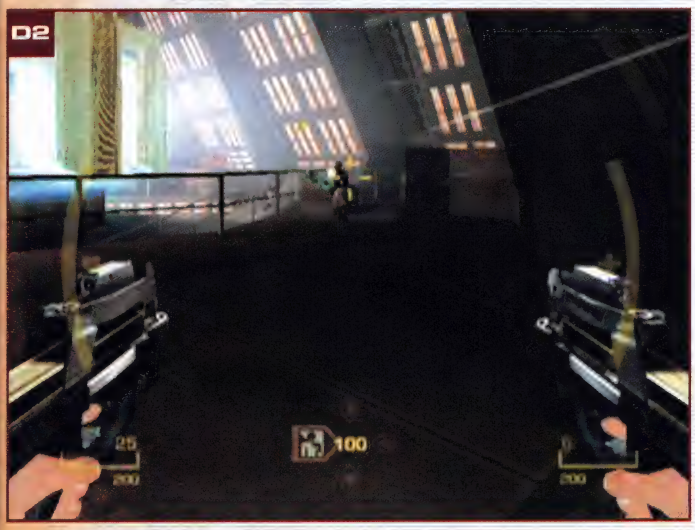
2. Use the MRI ability and the Mag-Rail to eliminate the enemy around the corner. When entering the lab head to the left first. Eliminate the two enemies here and grab the AK4 Commando for more fire power. Look to the computer consoles where you just killed the two foes to find a MK II Detonator on the consoles desktop. Take out the enemies around the core and activate the lift to use the rest of your ammo on the enemies awaiting you outside the core to the left. Grab your AK4 and take out the last two guards by the exit.


D1

D1

D2

D2


D2

D2

E OBJECTIVE: CLEAR WEAPONS RESEARCH LAB

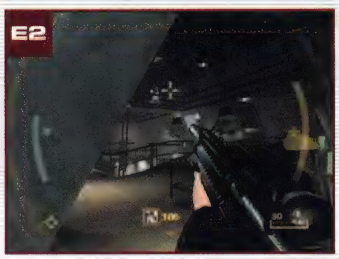
1. The next location can be very difficult if not taken step by step. Once you're through the door, two guards will rush toward you.

If you have ammo left in the AR4 Commando from the previous room, scope in (or rush them) to stop them before they get a chance to duck and cover. Crouch and take cover at the console where you can grab some ammo from the gun that is leaning next to you. You will see another enemy above the room on a catwalk, peek out and snipe him from here.

2. Now rush the remaining enemy in the center of the room that is hiding behind the two center consoles and grab his ammo for your AK4 Commando. Use the switch to active the rocket engine Deathtrap on the lower level and watch the as 3 enemies fry below you. Two lifts are located directly to the right and left on the rocket-control panel. To reach the exit, you must go down on the left lift, and up on the right lift. Head towards the lift and once you are down, turn 180 and go around the front of the rocket. Three enemies will be there to greet you. Take cover and defeat two of them, move up to the next cover spot and repeat. Once you have done this run around the bottom and look for the weapons lockers. Pick up your weapon of choice (the rocket launcher is a great choice) and look for the lift up. Once the lift starts moving be ready for 3 to 4 enemies waiting for you at the top. Dispatch them and exit the room.

E1

E1


E2

E2

E2

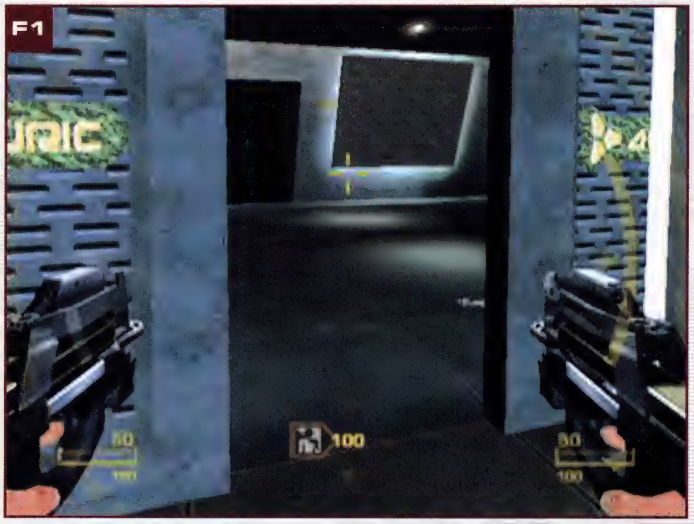
E2

F OBJECTIVE: REACH ELEVATOR

1. In this room there are three enemies. Remove the enemy, in the small computer room to the left, first. Grab his MK II Detonator and eliminate the remaining two enemies in this room. There are two enemies waiting to ambush you on the other side of the exit door. "Dance" in and out of the doorway to make it open and close. Use your detonator and shoot towards their feet to destroy them with the splash damage from the gun.

F1

F1


F1

NEW MAP LOCATION

- AURIC ENTERPRISES -
AREA 2

G OBJECTIVE: DESTROY THE 1ST FILTRATION TUBE

1. Plenty of caverns and staircases await you in this underground gold-production facility. Starting out, allies rush from the left junction. The battle begins to the right, as enemies take cover behind crates and even explosive barrels. Clear the area, grab some weapons, and continue to the right to reach the grinding room.

G1

G1

2. The grinding room is circular, and enemies attack from both the right and the left. Focus on the enemies on the left first, while using your surroundings for cover. If you continue clockwise around the room quickly, you will avoid being attacked from behind.

G2

G2

Two sets of steps lead downward from the grinding room. Both end up in the same area, so pick either one. Stop at the first landing, drop your left weapon, and prepare to lob a few grenades over the railing for explosive Rogue Bonuses. Continue to clear out the entire lower level from the safety of the stairwell.

3. Once on the lower level, pick up any weapons that are lying on the ground and head to the only set of steps leading down to the first filtration tube.

G3

4. At the bottom of the steps, you will find a door leading to the left. The filtration tube is directly ahead. To gain access to the door, destroy the tube by aiming for the center of the lowest canister. Once it's destroyed, head through the door that leads to the corridor.

H OBJECTIVE: REACH POURING ROOM

1. As before, fighting ensues in the corridor. This time, your allies are on the left and next to you as you enter the corridor. Take the door down the corridor with the blinking green light.

2. This area has two sets of steps leading both up and down. First, eliminate the guards directly ahead and the assault-rifle wielding guard on the staircase to the left. If you are going for a maximum score, take the right-hand set of stairs leading down. It will lead you to a dead end, but you can clear out the four guards down there with a couple grenade throws and take their weapons and armor. Head back up the steps, and take the second set of stairs directly ahead, leading upward.

3 Immediately after you reach the top of the steps, more guards will rush in from the right. A second set of guards will also take aim and crouch behind a few crates. To conserve ammo, use grenades here—they'll work nicely. Head straight, and take the narrow set of steps off to your left, leading back to a lower level.

H3

H3

H3

4 As soon as you reach the bottom of the steps, use the railing as cover to stop the three guards that are coming down the steps. Head up this same set of stairs, collecting weapons as you go.

H4

5 At the top of the steps, head left and continue past the electrical unit to reach more guards on the catwalk. Continue straight, and take the door on the left to reach the corridor that leads to the pouring room. You'll find the toughest enemy in the level (so far) alone in the corridor, so look alive!

H5

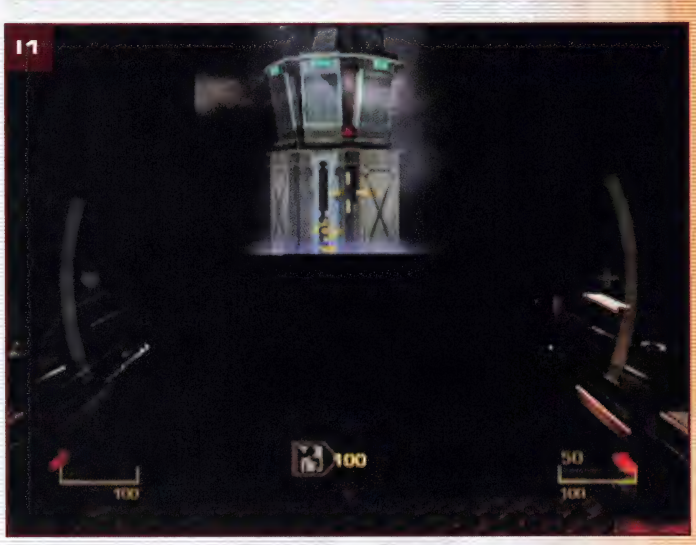
H5

H5

NEW MAP LOCATION
· AURIC ENTERPRISES ·
AREA 3

I OBJECTIVE: DESTROY 2ND FILTRATION TUBE

1. The pouring room has two long catwalks connected by a center passageway. As guards attack from all four corners of the room, it will be difficult to detect where the enemy fire is coming from. As you enter the room, guards will be focused on your allied team. Use this to your advantage for a few easy close-up kills. Take a left at the intersecting platform that connects each catwalk, and stop in the middle of the short tunnel. Even though you can still be attacked from the sides, this tunnel is the safest place to rest and regain health. On both sides of the catwalks are switches that drop liquid gold in each corner of the level. Use these switches to gain a machine-kill Rogue Bonus while eliminating the remaining guards. Once the area is clear of guards, disable the second filtration tube and take a right to exit the pouring room.



J OBJECTIVE: REACH MAIN DOME

1. As you make your way down the last corridor, more guards await you. Continue through the corridor to reach the destroyed monorail lobby.

NEW MAP LOCATION
- AURIC ENTERPRISES -
AREA 4

2 Turn left at the lobby entrance and head down the path of rubble. Drop any enemies that get in your way as you make your way to Main Dome. On your way, you will come across yet another new weapon, the Longbow SR. This weapon has an extremely high-powered zoom and allows for precision scoping of the enemy at distance. If you're a fan of sniping, the Longbow SR will be your favorite new toy.

J2

J2

3 When you reach the end of the monorail station, turn left and enter the tunnel that leads directly to Main Dome.

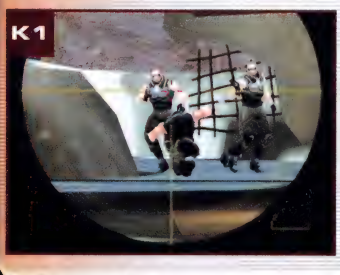
J2

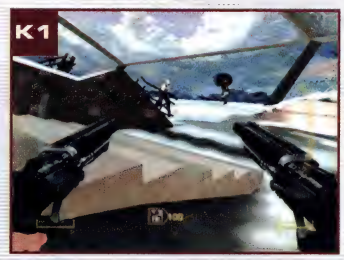
J3

NEW MAP LOCATION
- AURIC ENTERPRISES -
AREA 5

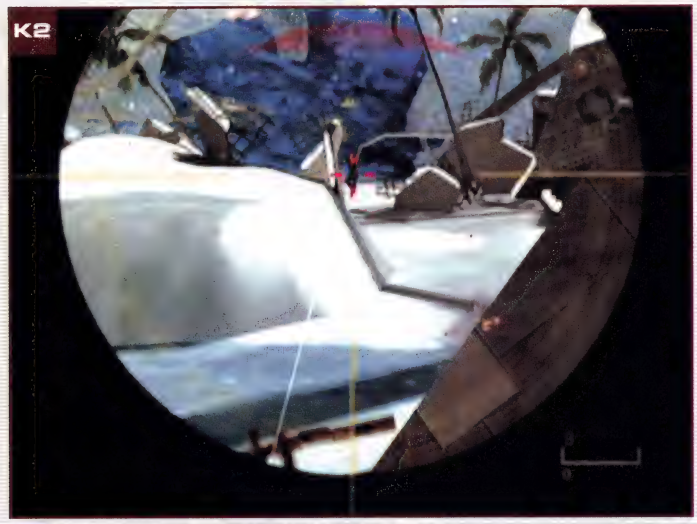
K OBJECTIVE: ESCAPE MAIN DOME

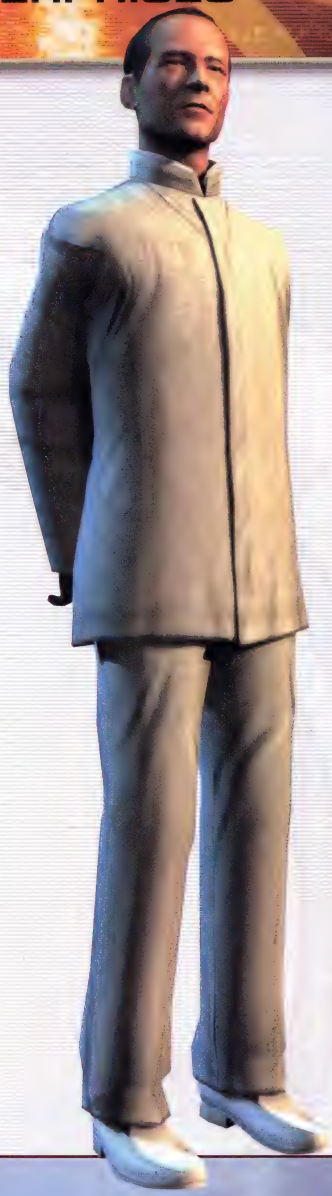
1 If you have ammo left in the longbow, it will make clearing out the next batch of guards from a distance much easier. Continue forward, pick up a few good weapons, and head for the disabled bridge. There you will encounter more Dr. No guards; not only do they have upgraded armor, but they have explosive or ranged weapons such as the Harpoon RL and the AR Commando. Keep moving, and grab these discarded weapons as soon as you defeat each guard.


K1


K1

2 Grab an AR Commando and head to the top of the bridge. A half-exposed wall makes a perfect spot to take on these elites without getting too close. Take your time, and use the scoping feature of the AR to drop each one of these heavies. Follow your waypoint indicator out the crack in the glass of the Main Dome to escape, and end the level.





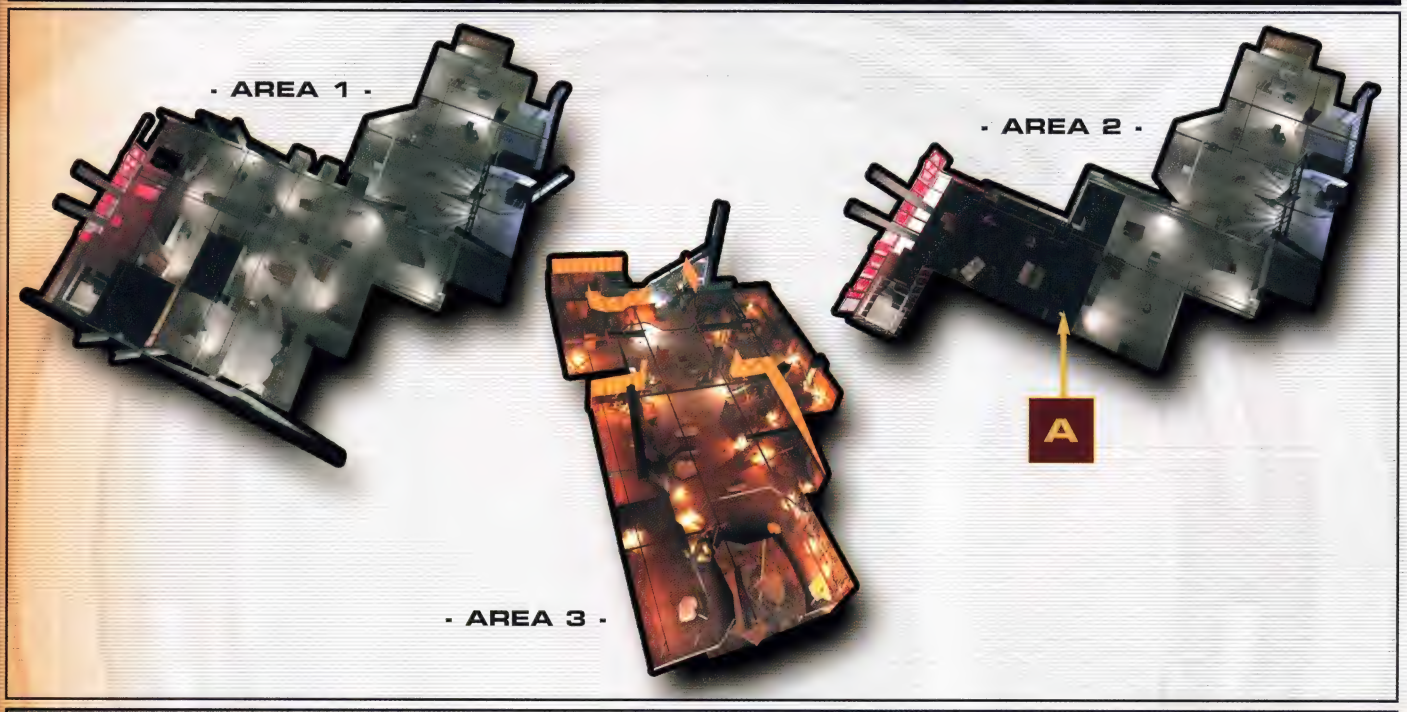
OBJECTIVE K: ESCAPE MAIN DOME

MISSION 03

HONG KONG

MISSION BRIEFING

Armed with his second upgrade, GoldenEye is sent to Hong Kong to assassinate Dr. No with the help of a local Triad informant. Escaping to the rooftops of Hong Kong, GoldenEye pursues the treacherous informant across the cityscape.



OBJECTIVES

Note: The critical location for each mission objective is marked by a corresponding letter on the map.

#	NAME	LOCATION
A	Locate Sniper Rifle	AREA 2
B	Escape from Tower	AREA 4
C	Rendezvous with Pussy Galore	AREA 5
D	Rendezvous with Pussy Galore on the Chemical Rooftop	AREA 7
E	Get to Neon District for Pickup	AREA 8
F	Download Armor Fabrication Process	AREA 8
G	Escape Armor Lab	AREA 10
H	Enter Tunnel	AREA 10
I	Reach Rooftops	AREA 12
J	Eliminate the Triad Informant	AREA 11
K	Destroy Aircraft	AREA 12
L	Destroy Dr. No's Aircraft	AREA 12
M	Reach Observation Deck	AREA 14
N	Defend Landing Zone	AREA 14

REWARDS

2 OCTOPI	Level Art Pack: Stills
3 OCTOPI	MP Map: Bathhouse
4 OCTOPI	MP Skin: Triad Informant
5 OCTOPI	Level Art Pack II, MP Powerup: Adrenaline

GOLDENEYE POWER RECEIVED: EM HACK

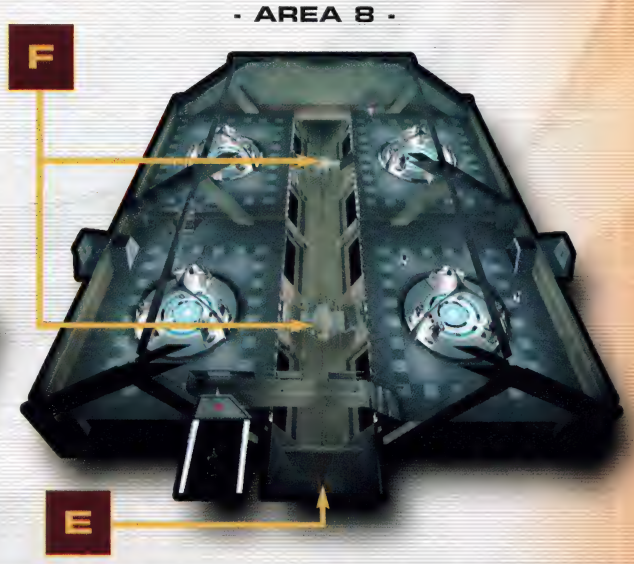
- AREA 4 -

- AREA 5 -

- AREA 6 -

- AREA 7 -

- AREA 8 -



- AREA 9 -

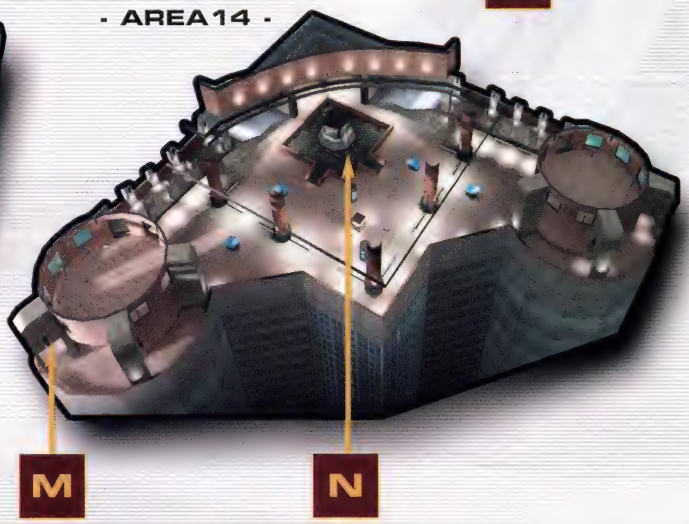
- AREA 10 -

- AREA 11 -

- AREA 12 -

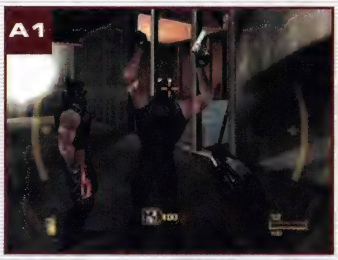
- AREA 13 -

- AREA14 -



A OBJECTIVE: LOCATE SNIPER RIFLE

1. You're sent to assassinate Dr. No. Your insertion point is a partially constructed skyscraper. As the level begins, two guards are on patrol; however, from the looks of it, they are tired and need a little break. Grab one as a human shield, and begin your assault on the enemy.


A1

A1

2. More guards are lurking in the distance. Use the crates and stacks of plywood for cover, and pick off each guard one at a time.

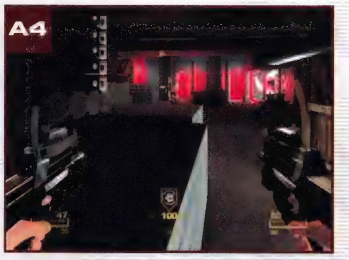
A2

3. Continue straight ahead until you reach a plywood ramp that connects the two areas. Make your way up the ramp, just enough to see over to the other side. This will alert more guards, but they won't have a clear shot at you. Take your time, and pick off each guard one at a time.

A3

A3

4. Head over the ramp, and take a right toward the corner of the building. Continue using the boxes for cover, eliminating guards as you progress. Turn left and head for the steps that lead up.


A4

A4

NEW MAP LOCATION
- HONG KONG -
AREA 2

5. Do not rush up the steps; rather, peek over the top and target the two guards without giving them a clear shot at your body. Head up the steps and take a right to fight it out with more guards. Continue forward and take another right, following your objective indicator to reach the sniper-rifle case.

6. When you open the case, you soon realize you have been set up. The case is empty, and Dr. No appears in an attack helicopter and is ready to take down the entire building with you in it.

A5

A5

A6

NEW MAP LOCATION
- HONG KONG -
AREA 3

B OBJECTIVE: ESCAPE FROM TOWER

1. After the destruction and mayhem brought on by Dr. No, turn around and head back in the opposite direction. Use the large rock directly in the middle for cover, and fight off the approaching guards. Once you've taken care of the assault, move forward, but be aware that there are more enemies off to the right and left just waiting to move in. The easiest way to get past this area is with grenades. Take cover, drop your left weapon, and toss grenades in both directions. If you start suffering major damage, retreat back to the rock and wait until your health is fully recharged—then make your way back into the fray. Once the area is clear, head around either side until you reach the large hole that leads to the floor below.

B1

B1

2. As you head to the lower level, more enemies await you. Clear the area, take a right, and eliminate the lone guard at the end of the hallway for a weapon upgrade.

B2

3. Grab the Mk2 Detonator. It may look like a small pistol, but it fires an explosive device that can be detonated from a second trigger pull. Turn to your left, shoot a round from the Mk2, and detonate it to eliminate any enemies in the vicinity of the charge. The last enemy in this room is a Dr. No soldier behinds the large piles of lumber These guards are quick, and have perfect aim. Eliminate this enemy to avoid being shot from behind as you make your way to the elevator shaft directly to your right.

B3

B3

B3

B3

4. Instead of riding inside the elevevator, you will be riding on top of it. As soon as you begin your descent, spin around 180 degrees and prepare for two guards waiting inside an open floor. Eliminate the guards and continue to the bottom floor.

B4

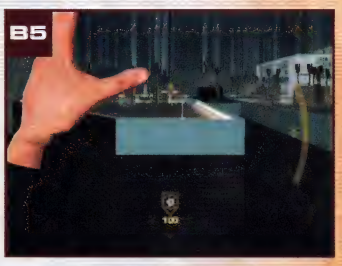
5 Taking a left out of the elevator shaft will put you face to face with two more guards. Wipe them out and continue around the corner and over to the zip line. But first, look down. At your feet are two weapons that have scoping capabilities: the AR4 Commando and the Longbow SR. First, grab the Longbow SR and scope in to assess the situation. There are two types of guards waiting for you on the other side: the normal guards and the Dr. No guards. Use the Longbow SR to zoom in on the Dr. No guards from a distance, and eliminate these heavily armored enemies first. Continue clearing the normal guards using the AR4 Commando, if needed. When the area is clear or you have run out of ammo, take the zip line across the rooftop.

B5

B5

B5

B5

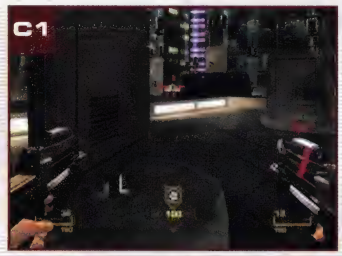

B5

NEW MAP LOCATION
- HONG KONG -
AREA 4

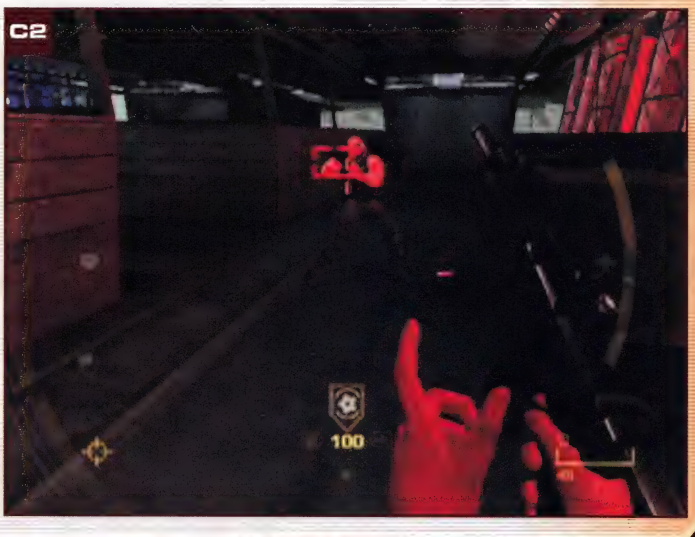
C OBJECTIVE: RENDEZVOUS WITH PUSSY GALORE

1 After you ride the zip line, many more guards will appear on the rooftops located off to the right. Use the rotating panels for cover as you eliminate each and every enemy before moving forward. Once the area is clear, collect your weapons and cautiously head over the right rooftop, where you will have the ability to test your new GoldenEye Hack, which gives you the ability to hack switches and enemy machinery. At the gate, you can use this new power to rotate the two panels directly ahead. Although this does not have a huge effect on gameplay at this point, it will get you used to the capabilities of the new power. You will use it quite a bit in the next level.

C1


C1

3 Past the gate on the right side of the rotating panels is an opening that leads to the lower level. Head down while taking out the remaining guards to complete the second objective, escaping from the tower and continuing on to the next level.


C2

NEW MAP LOCATION
- HONG KONG - AREA 5

D OBJECTIVE: RENDEZVOUS W/ PUSSY GALORE ON CHEM. ROOFTOP

1. You'll start with the Spec 9. Three guards hold a solid defensive position at the entrance to the Chinese pavilion. Take aim and focus on one guard at a time with the single-shot pistol until you receive a weapon upgrade.

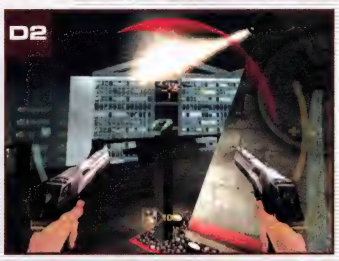
D1

2. You can use your GoldenEye Hack to activate the dragon flames, which will damage any objects in the air. As you make your way up the ladder a mini-aircraft rises in from the distance. This light aircraft has deadly machine guns and is very agile. It must be defeated quickly—once it begins firing, your life gauge will drop instantly. Activate or hack the switch to defeat the copter without firing a single round.

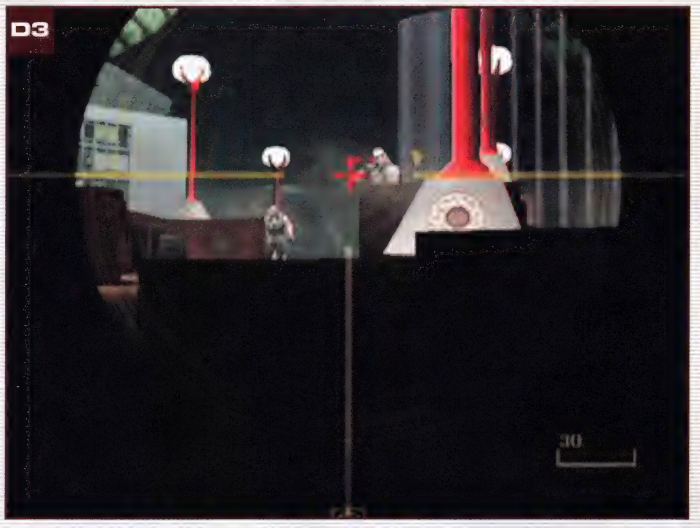
D2

D2

D2


D2

3. More guards will approach from the end of the bridge. Look for an AR4 Commando near the bridge, and use its scoping power to clear the bridge from a safe distance.

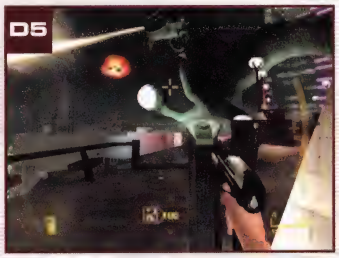

D3

4. Don't cross the bridge after you've cleared it. Instead, take a left and follow the stairs to a lower platform where you will find more enemies, and a Harpoon RL behind the stairwell. No need for precision aiming here; continue forward, bypassing the bridge, and take the short set of steps leading back up to the main level.

D4

5 A few more guards and another mini-aircraft appear off to the left. Quickly activate the switch to down the aircraft.

D5


D5

6 From the second dragon switch, head directly across the second bridge. More guards will be at the far end; take out all three with one well-tossed greande.

D6

7 As you reach the end of the bridge, you realize your only option is to ride the zip line to an adjacent rooftop. Before crossing, shoot each guard from a safe distance.

D7

NEW MAP LOCATION
- HONG KONG - AREA 6

8 Once you're on the rooftop, head toward the stairwell and take out the guards before going down the steps. At the bottom of the stairwell, take a right and eliminate the guards in the hallway. From there, hang a left and then climb the ladder to the upper level.

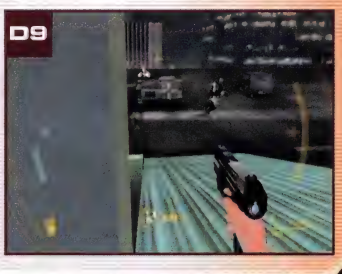
D8

D8

D8

9 Immediately through the doorway, more foolhardy guards are waiting on a rooftop (just begging for trouble, might I add). Take the ramp down to the next rooftop and clear out all the guards as before. Another zip line runs between two buildings. Clear the rooftop using your preferred technique before you zip across.

D9


D9

⑩ Once you're across the zip line, guards flood in from all directions. Use the large set of steps as cover while picking off the oncoming guards. Head up the steps and clear the upper area, as well.

⑪ Take a right and head for the circular doorway, which leads to another ladder, which takes you up yet another level.

⑫ Head right and use the window as cover while taking out the guards directly ahead Once all the enemies are clear, turn back around and pick up the AR4

Commando at the top of the ladder. Head back out to the main area, take a left, and snipe all the guards on the lower level.

⑬ Head down the steps, pick up any dropped weapons, and ascend the steps to the right.

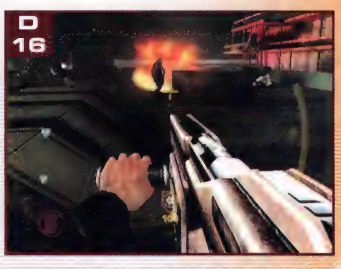
⑭ At the top of the steps and to the right is a Harpoon RL. Do not pick it up yet—you will be facing another pair of mini-aircraft ahead, but you need to clear out the guards first. Continue for-

ward and eliminate all the guards at the top of the steps that lead to the circular building. After you've cleared out most if not all of the guards, the mini-aircraft appears. Drop back, spin around, grab the Harpoon RL, and move in to the small alcove to the right of the steps. It's a perfect place to take aim, as well as to stay protected from incoming fire. Two shots from the Harpoon will be enough to down the aircraft.

⑮ Quickly head to the middle of the circular building. Once you're inside, another mini-aircraft appears. Pick up the Harpoon RL inside the building, take aim, keep moving, and disable the craft before it can lock on to your position. Head to the right corner of this area to locate another zip line, which leads to a lower rooftop.

NEW MAP LOCATION
- HONG KONG -
AREA 7

⑯ When you reach the ground, quickly duck and cover to avoid enemy fire. Getting your head blown off is certainly no way to storm a location! If you saved one of the Harpoon RL shots, you can clear out the entire rooftop with one shot. (Now that is the way to make an entrance!)



17 Head to the right and take the steps that lead up the side of the next building. Look for more guards at the top of the steps. Clear them out, grab the Harpoon RL, and head for the left doorway.

18 Follow the hallway back to the exterior of the building. With three explosive shots and plenty of guards on the nearby rooftop, you can hardly go wrong. Take a left and follow the catwalk. When you reach the chemical rooftop, you'll be notified that the landing zone is too hot. You must now make it to the Neon District for pickup.

D 17

D 17

D 18

E OBJECTIVE: GET TO NEON DISTRICT FOR PICKUP

1 Quickly head to the gas-release switch to your left immediately off the catwalk. The switch will release toxic gas from the tanks, stopping any unfortunate guards dead in their tracks.

E1

2 The entire chemical rooftop is crawling with enemies. The main goal is to make it past the toxic tanks and reach the corner ladder that leads to the last zip line of the level. To get there, you must make your way through a maze of guards attacking from all directions. Use basic skills such as ducking behind objects for cover—and most of all, have patience. You can use your Hack ability to take over the switches that control the poison-gas pipes. You will also encounter a new weapon, the Venom 200ml. This weapon will not only cause damage, but will stun the enemy for a short time. Be careful; plenty of guards are equipped with the Venom, and you'll want to steer clear of its shots.

3 Take the last zip line. Clear the rooftop of the remaining enemies, and head through the archway to reach the armor lab.

E2

E2

E3

NEW MAP LOCATION
- HONG KONG -
AREA 8

F OBJECTIVE: DOWNLOAD ARMOR FABRICATION PROCESS

1. Immediately upon entering the Armor Fabrication Lab, you will realize that without a place to hide, you will last only a few seconds. This area will be very difficult, and it'll take a good amount of time to clear out all the enemies.

F1

2. First off, find a hiding spot. Duck behind the metal plate—you won't be completely covered, but you won't take enough damage to deplete your health entirely.

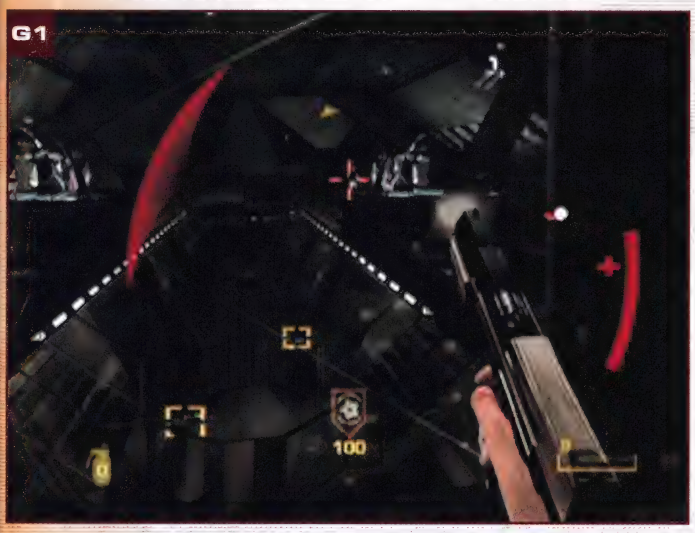
F2

3. You will notice two switches directly below you, on the floor of the armor lab. It is too risky to make your way to either of the switches, so take your time and clear out as many guards as you can from a crouched position. Grenades work great in this situation.

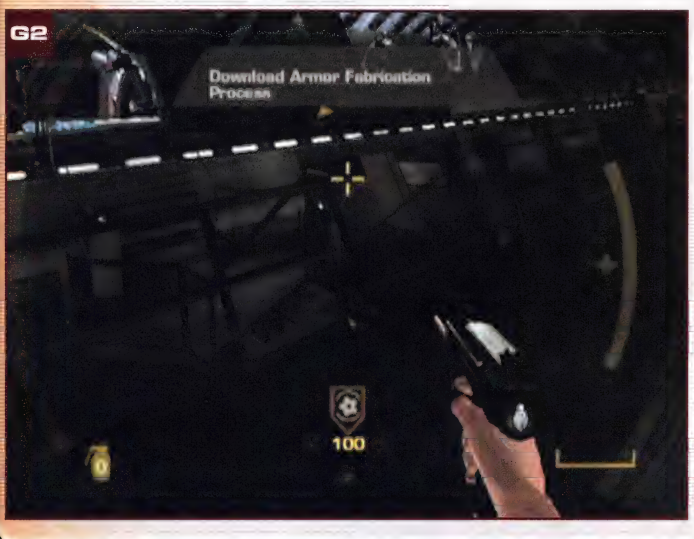
F3

G OBJECTIVE: ESCAPE ARMOR LAB

1. After eliminating a few guards, you'll receive a new objective: Escape Armor Lab. This isn't an easy task. Continue clearing out the guards while you make your way to the right of the catwalk for a better vantage point.

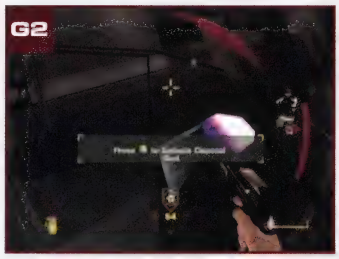

G1

2. After eliminating most if not all of the resistance in the room, make your way down and to the right, toward the two switches on the catwalk. Another new objective, Download Armor Fabrication Process, is given to you at this point. On the catwalk, access the first switch to your left. This will be the first step in your new objective. When you activate the switch, more guards will emerge from the door on the track below. Immediately turn to your right and activate the second switch to trigger the disposal sled. This will earn you another Machine Trap bonus and a quick disposal of any unfortunate guards below.



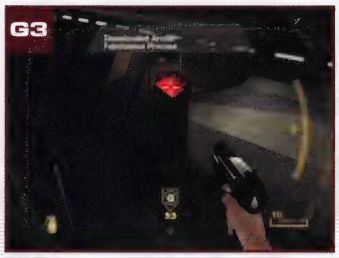
G2

G2


G2

G2

3. Across the catwalk, take a right and head in the direction of the two remaining switches. Complete the process as before to successfully download the armor fabrication process. After the download is complete, take a left to exit the armor lab and continue to the next area.


G3

G3

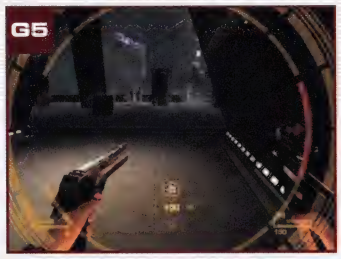
NEW MAP LOCATION
- HONG KONG -
AREA 9

4. As you enter the corridor, take a quick left turn. Three guards on patrol will be ready for action. Drop the first guard, and aim for the explosive barrels to take out the remaining two guards.

G4

G4

5 Another quick right through the corridor, and you will once again be on a rooftop. Two sets of guards will emerge from doorways on both sides of the rooftop. First, take a right and eliminate the first set. Immediately spin 180 degrees and drop the last two guards. As soon as the last guard is eliminated, enemy snipers from the adjacent rooftop, as well as a whole slew of mini-aircraft, move in on you. Duck back into the alcove to avoid all the incoming fire. To eliminate the enemies, you will have to use this alcove over and over to replenish your health. First focus on the mini-aircraft. When your health is full, head out to the rooftops to pick up the Harpoon RL leaning against the pillar. Quickly turn around and retreat back to the alcove. The best way to clear out the squad of mini-aircraft is to use the alcove to lure out one aircraft at a time. Do not fire the Harpoon RL until the aircraft hovers in one spot and begins to fire directly at you. This is taking a big risk, as your health bar will drop extremely quickly. However, the aircraft will hover in one spot just long enough for you to get a perfect shot with the Harpoon. Afterward, quickly move right, use the wall as cover, and wait until your health is back to 100 percent. Repeat this process with the remaining Harpoon RLs located on the rooftop, as well as in the doorway on the left side of the rooftop. Eventually, you'll take down all of the mini-aircraft.


G5

G5

G5

G5

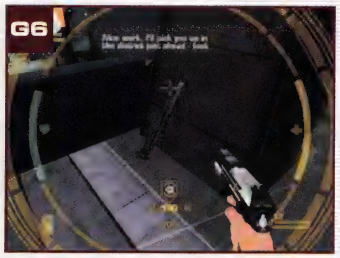
G5

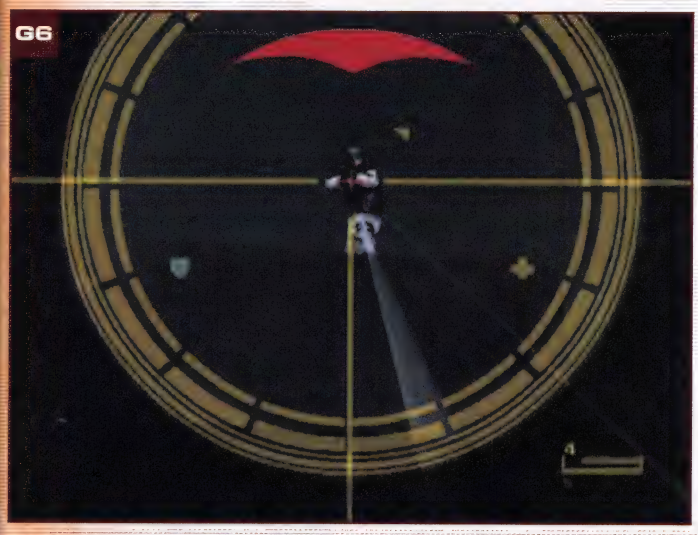
G5

G5

6 Once the mini Aircraft's have been cleared out, it's on to the snipers. At the left end of the rooftop, you will find an AR4 Commando. Grab it and use the limited scoping capabilities to target the threat on the nearby rooftop. More than likely, you will run out of ammo before eliminating all of the snipers. If so, grab the Longbow SR off to the right side of the rooftop. Use it to zoom in on the remaining snipers, who are extremely difficult to see without magnification.

G6


G6


G6

7 To the right of the rooftop, you will find another zip line leading to the last rooftop in this level. Before taking the zip line however, use all the remaining firepower in the Longbow, as well as any other weapons scattered around, to clear out as much of the next area as possible. As an added bonus, a few well-placed shots to the transformers below will cause a huge explosion and a blast of electrical current. Disabling the transformers before taking the zip line will not only clear out more guards, but also make sure you do not get caught in the explosion once more-intense fighting begins below. When you take the zip line, you'll clear the Escape the Armor Lab objective. Note:if you are having trouble in these last two areas explore the rooms on the side hallways to replenish your health, armor, and guns.

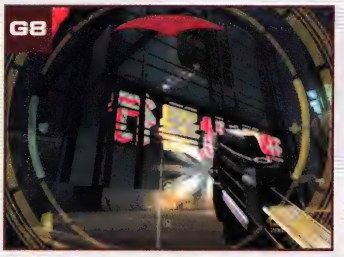
G7

G7

G7

NEW MAP LOCATION
- HONG KONG -
AREA 10

8 When you reach the rooftop, more guards will appear. First order of business: clear the snipers at the top of the neon signs to your left and directly ahead. Note: If you destroy both generators below each sign you will create an electrical Deathtrap between them! As guards approach, stay back and use the steps for cover while picking them off. After the area is clear, avoid the electrical bolts and head to the middle of the level to find the Harpoon RL. One more mini-aircraft will rise up in an attempt to keep you from your next new objective: Enter the Tunnel. As before, two well-placed shots from the Harpoon RL will defeat the mini-aircraft.


G8

G8

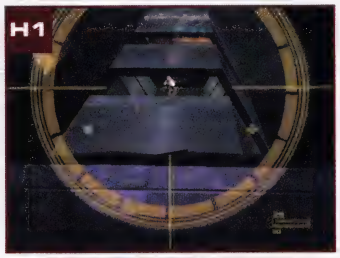
G8

G8

H OBJECTIVE: ENTER TUNNEL

1. Directly across from the zip line, you will find the tunnel leading to the next level. Shoot out one of the glass panels, eliminate the remaining guard, and head to the bathhouse in another attempt to rendezvous with Pussy Galore. Something to watch for is Dr. No's Aircraft rising up for the attack after you enter the tunnels. Make haste and get into the bathhouse as quickly as you can!

H1

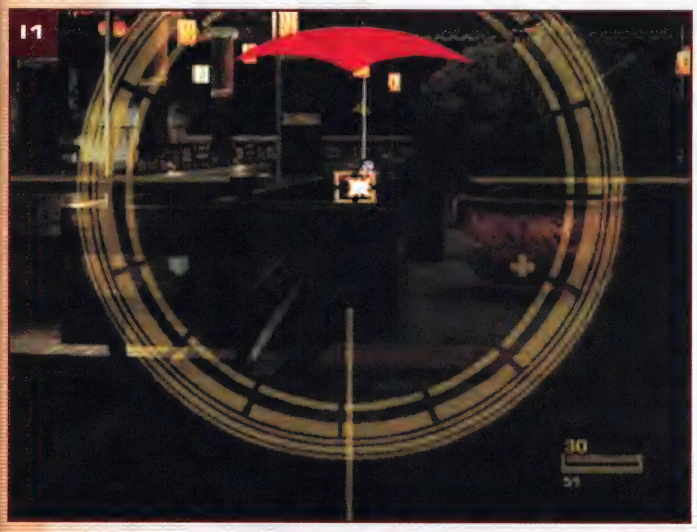

H1

H1

NEW MAP LOCATION
· HONG KONG · AREA 11

I OBJECTIVE: REACH ROOFTOPS

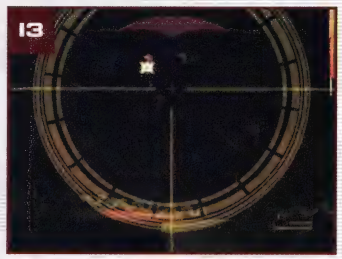
1. In order to Rendezvous with Pussy Galore, you must seek out the informant of the notorious Hong Kong Triad. You'll start with whatever weapon you had on the previous level. The bathhouse is crawling with Triad guards. These guards are smarter, quicker, and know exactly where to hide. Once through the door, quickly zoom in with the AR4 and take out the guards directly in front. More Triad guards will rush in on both sides of the bathhouse, so be prepared to zoom out to determine the location of the shots being fired.


11

2. After the first wave of Triad guards, more enemies will enter the room and hole up behind the hot tubs on either side of the area. It will be extremely difficult to determine where these guards are hiding due to the steam rising from the hot tub. Cautiously make your way past each hot tub, clearing out the guards as you go, or toss a few grenades to flush out the elite guards.

3. As more and more guards are eliminated, a new wave of Triads will make their way to the upper-level balcony. Head back to the main entrance of this area; in the right corner, you will find a Longbow SR. The elite and masked Triad guards are extremely hard to see, even with the scoping power of the Longbow. Use your damage indicator to determine where the shots are coming from, or zoom out and keep an eye out for the flash of their weapons.

12


13

4. After the bathhouse is clear, head to the exit directly behind the large gong. If you have the AR4 equipped, drop it and grab at least one HS-90, as you will be headed for a close-combat situation.

14

5. The next area is a long hallway with sauna rooms located on both the right and left side. There are Triad guards in many of the sauna rooms that will actually try to lock you in there. There are several ways you can clear out each room. First, you can rush in and shoot each guard. If you choose this method however, your gunfire will alert more guards

15

15

in the main hallway. One grenade will take care of this problem. Another method is to move in close and use the switch to activate the sauna door. Remove any foes near the switch by shooting the red handled valve to scald them. This will trap the guard inside the sauna, acting much like a Machine Trap. This works, but the guard will have a few seconds to get a few shots off if your are not quick enough. The easiest method is to use your GoldenEye power to hack the switch from a distance. You can clear this entire hallway without ever being detected. As you exit the sauna room, take a right and head down the corridor. Take the elevator to the top floor and follow the corridor, which will lead to the informant.

I5

J OBJECTIVE: ELIMINATE THE TRIAD INFORMANT

1. To eliminate the Triad informant, you must take down three elite guards. As the fight begins, target one at a time and retreat back to the corridor if you need to replenish your health or reload your weapons When the guards are taken out, the informant should be no problem at all. Exit through the door directly to the left of the hot tub, and follow the corridor that leads to the rooftops.

J1

J1

J1

J1

NEW MAP LOCATION
- HONG KONG -
AREA 12

2. On the rooftop, you will receive very little resistance. Eliminate the two guards and head for the zip line leading to the rooftop below.

J2

J2

NEW MAP LOCATION
- HONG KONG -
AREA 13

J3

J3

❸ Once on the rooftop, new enemies, the Dr. No guards, appear. They may have advanced training compared to the other guards, but they still like to hang around those explosive barrels! Clear out the remaining guards from the safety of the stairwell.

K OBJECTIVE: DESTROY AIRCRAFT

❶ In the middle of the level on both sides of a large structure are two Harpoon RLs that regenerate over and over. You will be using these quite a bit, as you'll have to deal with more aircraft. Pussy Galore arrives for extraction, but two mini-aircraft are attacking her helicopter. Grab one of the Harpoon weapons and take aim, making sure not to hit the helicopter.

K1

K1

L OBJECTIVE: DESTROY DR. NO'S AIRCRAFT

❶ Immediately after you clear the two mini-aircraft, Dr. No's aircraft arrives and must be taken down using the same method. Use the large structure for cover as you continue the aerial assault. Dr. No's aircraft has the ability to launch rockets, so keep moving and stay focused to ensure that you don't lose sight of the aircraft. With the unlimited rockets on your side, this battle should be fairly easy; just stay on the move and unload over and over.

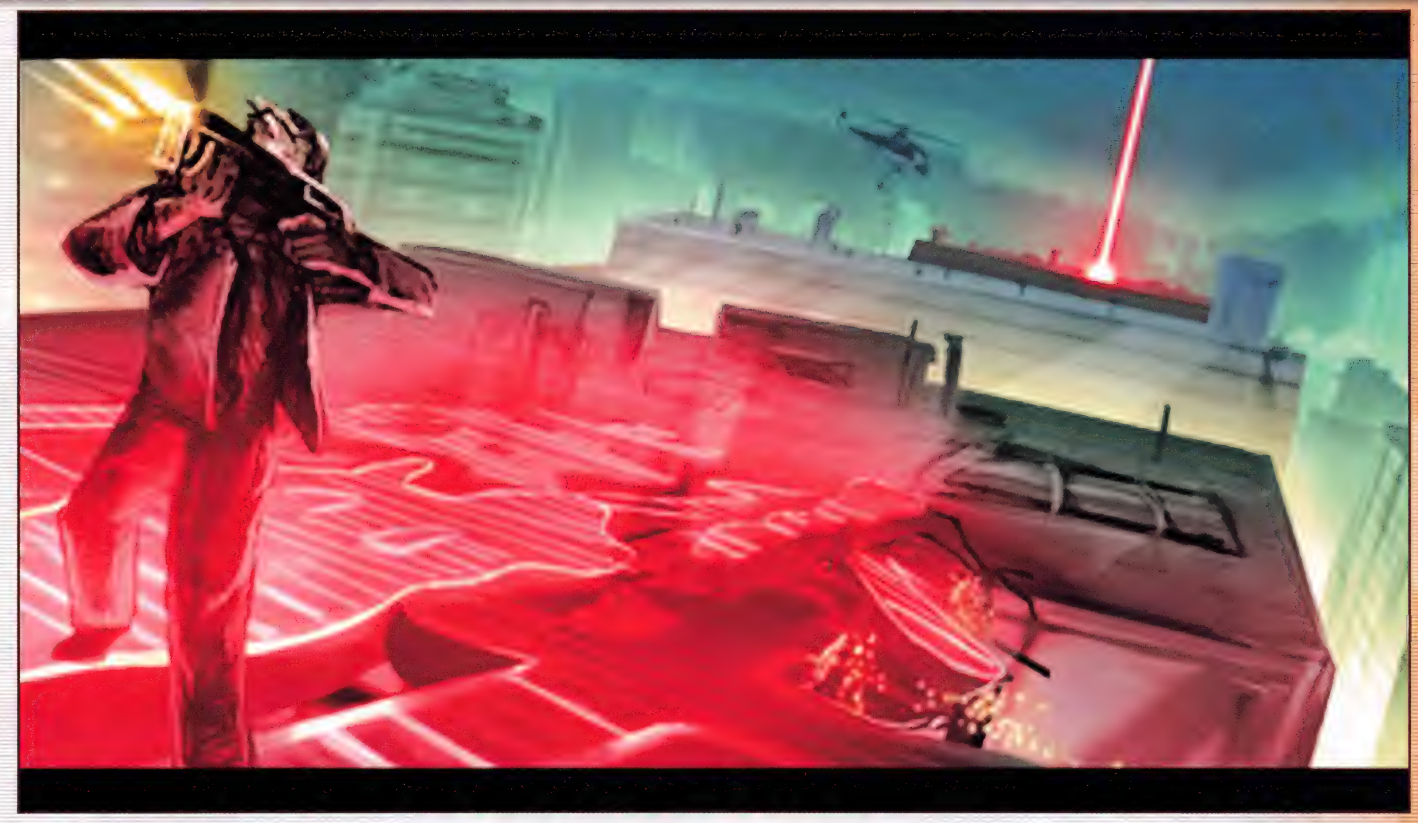
❷ Grab one more Harpoon RL and make your way across the platform that dropped as Dr. No's aircraft fell from the sky. A few more guards are waiting on the next rooftop, but they are no match for the destructive firepower of the Harpoon RL.

L1

L1

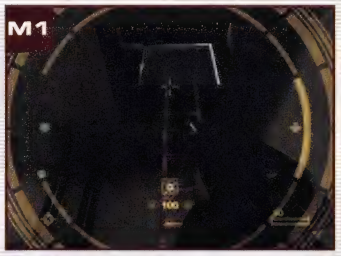
L2

L2



M OBJECTIVE: REACH OBSERVATION DECK

❶ As you make your way across the rooftop, you become aware of a new objective: Reach Observation Deck. Another shot from the Harpoon will clear out the lower part of the next building. Take the steps down, take a right, and then take one more right to reach the ladder leading to the next rooftop. Three enemies, including a Dr. No guard, will rush in quickly. Another set of guards is located on the rooftop directly to your left. After eliminating all of the guards, grab a few weapons and head toward the zip line at the far end of the rooftop, which leads to the observation deck.



NEW MAP LOCATION
- HONG KONG -
AREA 14

N OBJECTIVE: DEFEND LANDING ZONE

1 Just as you reach the observation deck, there is a AR4 Commando to your left. Grab the weapon and use this spot as cover to pick off the first set of guards. Soon you will need to find a new hiding place, as a heavily armored attack helicopter moves in on you. The main objective, Defend Landing Zone, is a two-step process. First you must hack into multiple switches on the ground floor of the observation deck. This will lower multiple sets of panels, but also send more guards running. The first step is to clear out all the guards while dodging the enemy fire from the attack helicopter. Stay moving and grab as many shields as possible after defeating each wave of new guards.. This will not be an easy task, and due to the layout of the observation deck, enemy fire will be coming at you from all directions. Duck and use the panels for cover when taking on multiple enemies.

N1

N1

N1

N1

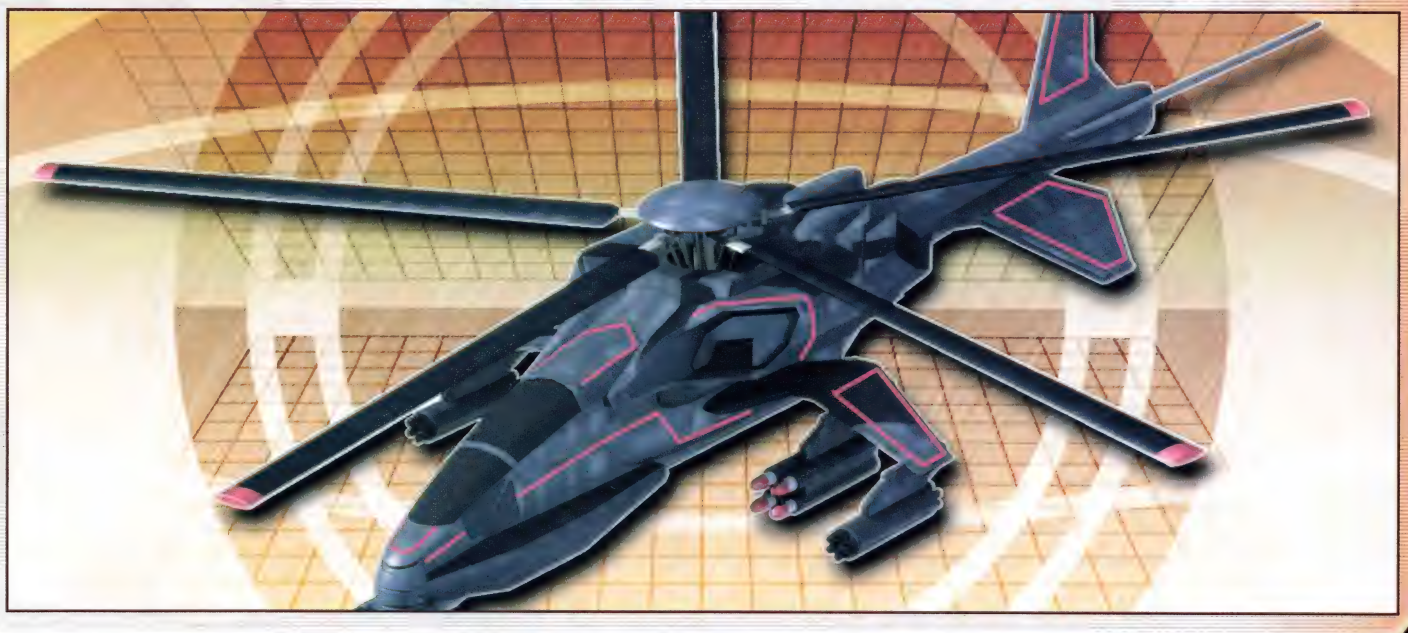
N1

2 When all the guards are clear, there is only one enemy left: the attack helicopter. Head up either set of steps and grab the Harpoon RL at the top of the upper-level platform. Use the same method as before when attacking the airborne enemies. Be careful, however—the attack helicopter has extremely fast missiles. Three direct hits with the Harpoon RL will send the helicopter down in a twisted ball of fire.

N2

N2

3 If you are having difficulty defending the landing zone, try defeating the attack helicopter first. Few things will cramp your style more than a gunship taking nagging shots at you. Fortunately, there is hope if you get nice and agressive! Simply rush up to the platform, take out the helicopter with the powerful weapon of your choice, and then continue clearing out the remaining enemies from the upper level. By using the Harpoon from a distance or tossing grenades from the upper level, the guards will be much easier to defeat with explosives.

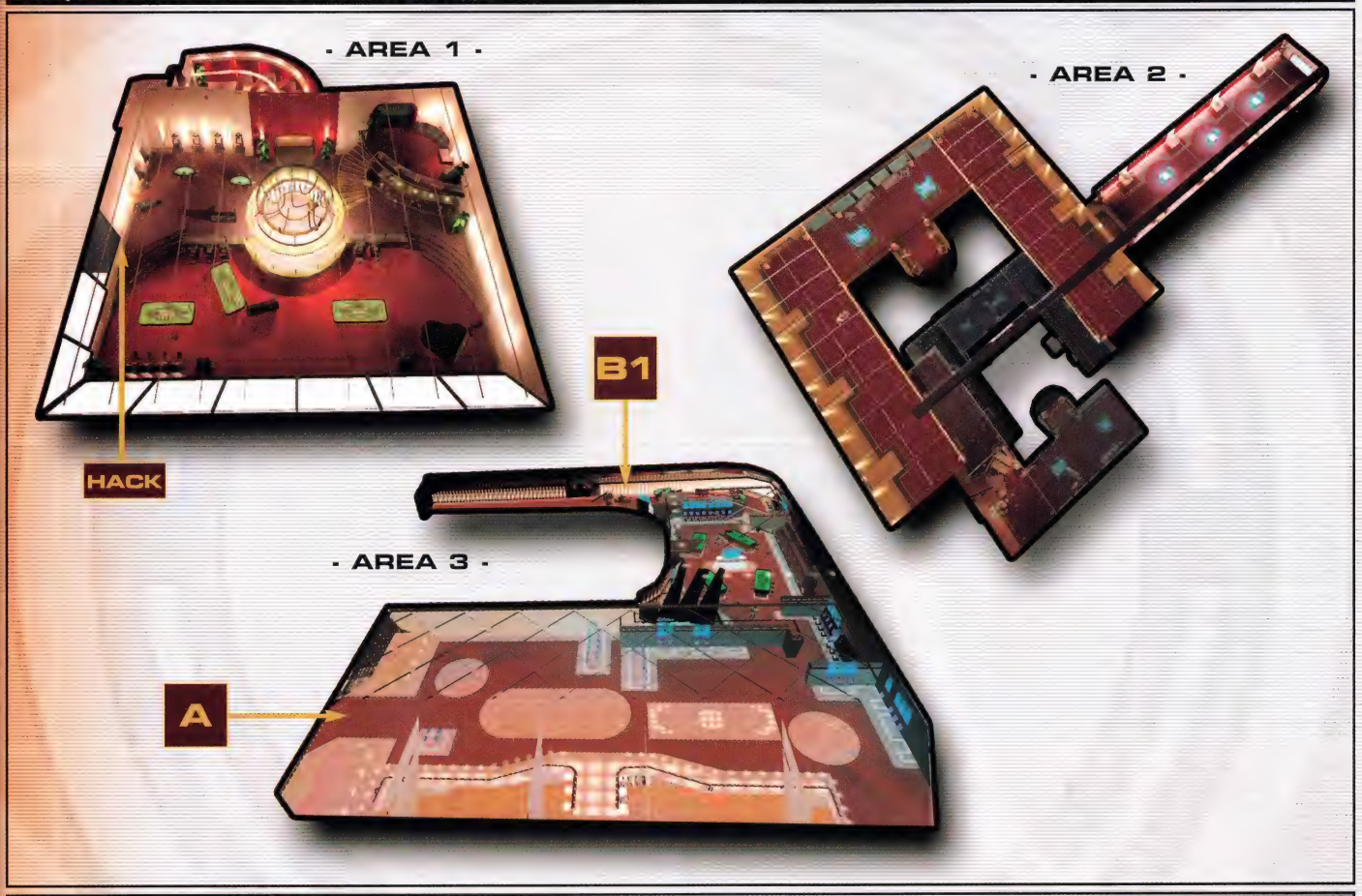


MISSION 04

MIDAS CASINO

MISSION BRIEFING

GoldenEye is awarded with his third upgrade before embarking on his next mission. Goldfinger has moved the OMEN to his most secure vault; at the base of his casino on the Las Vegas Strip. When GoldenEye arrives at the casino, it is already under attack, led by Dr. No's chief lieutenant, Xenia Onatopp.



OBJECTIVES

Note: The critical location for each mission objective is marked by a corresponding letter on the map.

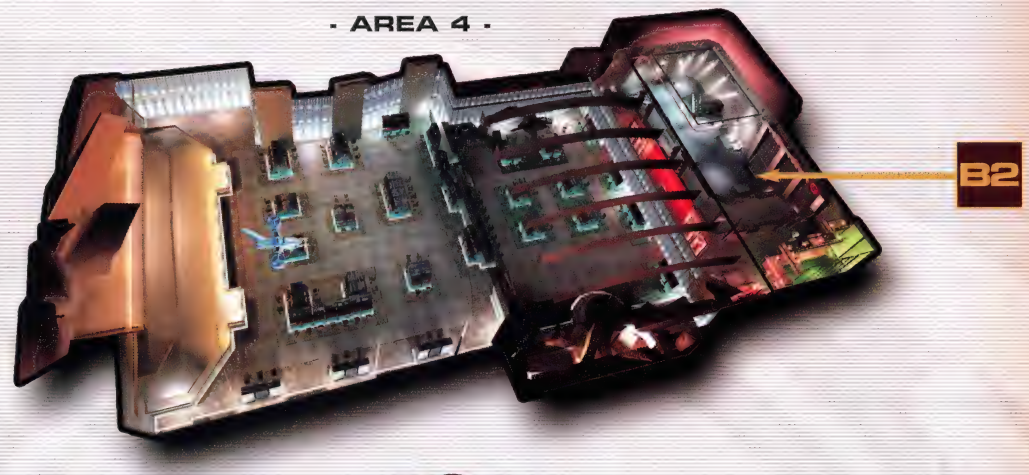
#	NAME	LOCATION
A	Reach Casino's Main Floor	AREA 3
B	Find Basement Entrance/Find Service Corridor	AREA 3/AREA 4
C	Reach Vault Entrance	AREA 5
D	Find Alternate Vault Entrance/Follow Tunnels to Vault	AREA 6
E	Unlock Main Vault	AREA 6
F	Protect Omen Device	AREA 6

REWARDS

2 OCTOPI	Level Art Pack: Stills
3 OCTOPI	MP Map: Midas Vault
4 OCTOPI	MP Model: Oddjob
5 OCTOPI	Level Art Pack II, MP Powerup: Regeneration

GOLDENEYE POWER RECEIVED: MAGNETIC POLARITY SHIELD

- AREA 4 -



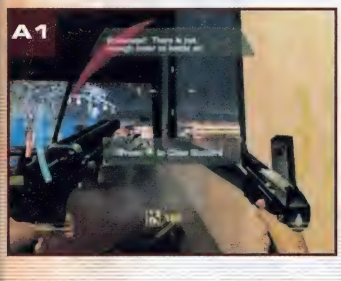
- AREA 5 -

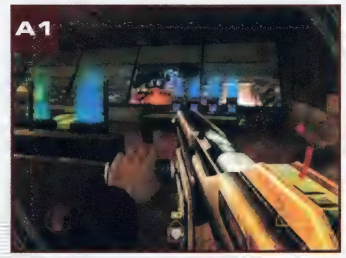
- AREA 6 -

A OBJECTIVE: REACH CASINO'S MAIN FLOOR

❶ Before you head up the stairs, grab a Mamba 12g from the glass table to your right. The action begins immediately in the next room; Xenia will bring down a chandelier to cover her escape, a pitched firefight will break out in the lower area, and a helicopter will begin firing through the windows! First things first; hit the shutter button to your right to close the windows on one side of the room. Now the helicopter will have to battle you head-on. Pick up the Harpoon RL behind the overturned table, fire up your Polarity Shield, and take down the chopper in three direct hits.

A1


A1


A1

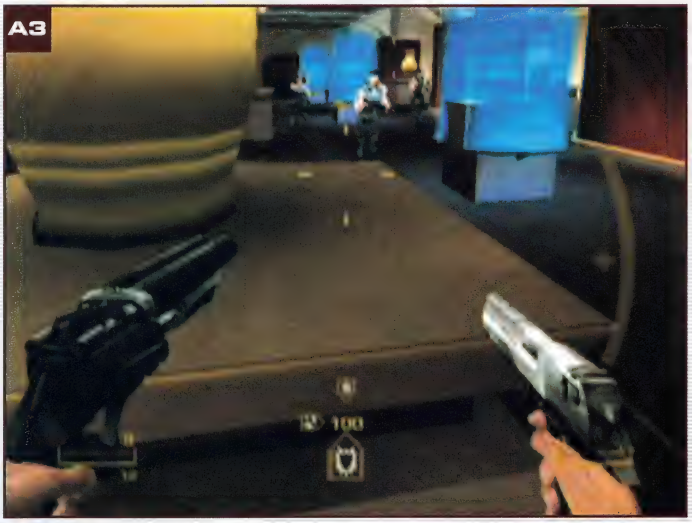
❷ When you head down to the keno tables, a group of enemies will rappel through the windows. Use your remaining rocket or the Mamba 12g to help your buddies beat them back, then make your way up the stairs. Keep your eye on the bar; two enemies will pop out, and there's a third on the balcony above.

A2

A2

NEW MAP LOCATION
- MIDAS CASINO -
AREA 2

❸ In the hallway that follows, don't make the mistake of thinking the blue holo-screens provide full cover. They're decent if you're crouching behind them, but the better cover is behind the vase-topped cabinets against the wall. You're far less likely to get picked off from this position.


A3

A4

A5

❹ The enemies in the next hallway are spaced a little more widely, and there's plenty of cover to hide behind. Keep an eye out for an Mk2 Detonator, which will come in handy in the next part of the game. Your destination is the elevator at the end, with the lit downward arrow.

❺ You'll be tormented by a mini-aircraft as the elevator descends, and enemies on other elevators and distant balconies will fire at you. You can bring down the aircraft with a few well-timed Mk2 Detonator shots, and blast the distant enemies with your secondary weapon. Fighting from the elevator is a lot of fun, but you can also just crouch with your back to the vertical metal bar, and wait it out.

6 The elevator stops at an empty floor where you can pick up an HS-90, establish a continue point, and switch elevators. After another short elevator battle, you'll stop at a larger floor, where several of your allies are engaged in a heated battle. Fight by their side if you like, or just go for the guy with the Harpoon RL (he's such a lousy shot), and use that to wipe out the foes with a few well-placed rockets.

A6

A7

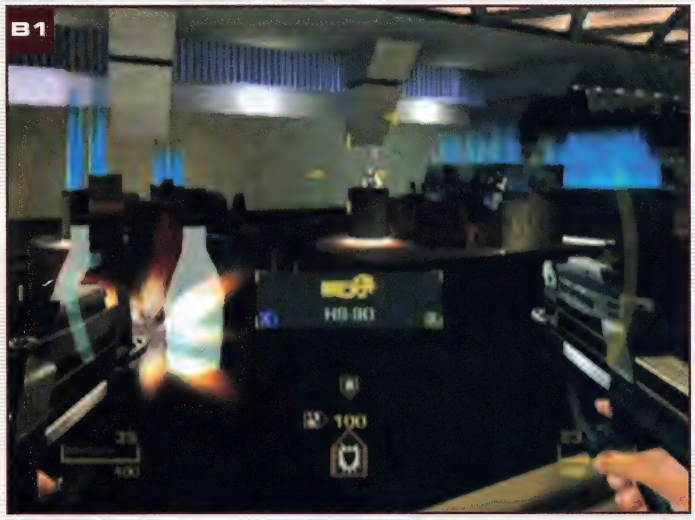
7 There's one more elevator ride to go before you hit the main floor. Don't be tricked when the elevator stops; after a brief pause, it will plummet all the way down. There you'll find a smaller battle in progress, with little cover between you and your foes. Stay by the elevator for the partial cover it provides, and proceed carefully to the end of the hall. Many more enemies are waiting behind a pile of debris, which will provide excellent cover for your counterattack. A few more enemies wait behind the next bend, and then you'll find a short staircase that leads to the casino floor.

A7

NEW MAP LOCATION
- MIDAS CASINO -
AREA 3

B OBJECTIVES: FIND BASEMENT ENTRANCE/FIND SERVICE CORRIDOR

1 When you hit the casino floor, turn to the right, crouch near the bar or the bank of slot machines, and try to take out all the enemies within range. You can actually slip behind the bar from here, take out the bartender, and then use the long bar as cover all along this side of the casino.


B1

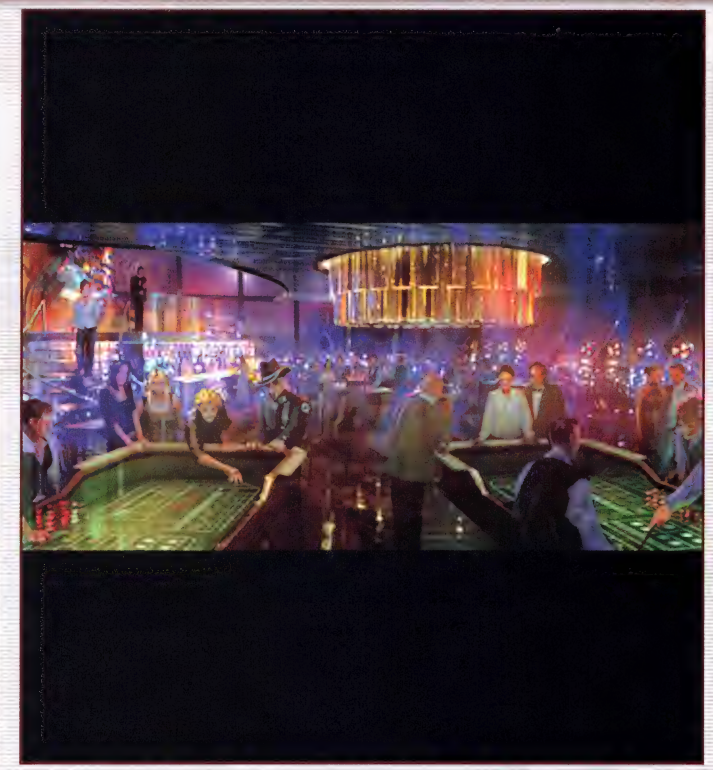
2 The gaming tables in the next part provide excellent cover, and you'll need it—getting shot is NOT wise strategy! Among the many enemies is an unusually tough commando named Thoren, who's packing a Predator MG. This massive gun is a powerhouse, but you may want to finish off the stragglers in the casino before you pick it up. Since the Predator MG takes a second or two to warm up before it fires, it's a liability when enemies jump out from behind slot machines to surprise you. The added punch is always fun, but in situations such as this you're better off with a faster, more responsive weapon.

B2

B2

3. In the back of the casino, drop through a pit to a crudely carved tunnel. There isn't much cover here for you or your lightly armored enemies, so the Predator comes in very handy for clearing the halls. To ensure there's no lag time, start pressing the fire button before you turn the corner into an enemy-filled hallway.

B3



NEW MAP LOCATION
- MIDAS CASINO -
AREA 3

4. The tunnel leads to a second casino floor, one with ceilings high enough to allow a mini-aircraft to join in the fight! Run through the rows of slots to get the few lightly armored soldiers that patrol this area before you turn your attention to the helicopter. There aren't any explosive weapons here, but aircraft are weak enough to be brought down with an HS-90 or even repeated shotgun blasts.

B4

B5

5. There are a few more enemies in the lower part of this area, and if the first wave of enemies dropped only Mamba 12g's, your best option will be to rush them with a shotgun in each hand.

6. The arrow will point you to a red-lit hallway directly across from the stairs to the higher level, but two enemies have set up an ambush for you there. Instead of walking into it, hang a left and find a second entrance to the same hallway. From that entrance, you can catch the ambush party from behind.

B6

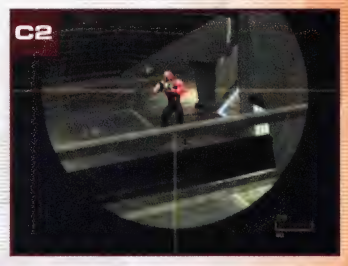
7 The door in that hallway leads to a piano bar where Xenia Onatopp is putting on another virtuoso performance. Run straight to the right (toward the bar), and take out the enemies on that side while carefully positioning yourself behind the solid part of the railing. There are several foes firing from windows on the other side of the room, and you don't want to leave yourself exposed to their attacks! The exit is just across from the stairs by the bar, and while the gang near the piano could use a Mamba blast to set them straight, there isn't much point sticking around to finish them off. Then again, who are we kidding? Nailing a few punks is always its own reward.

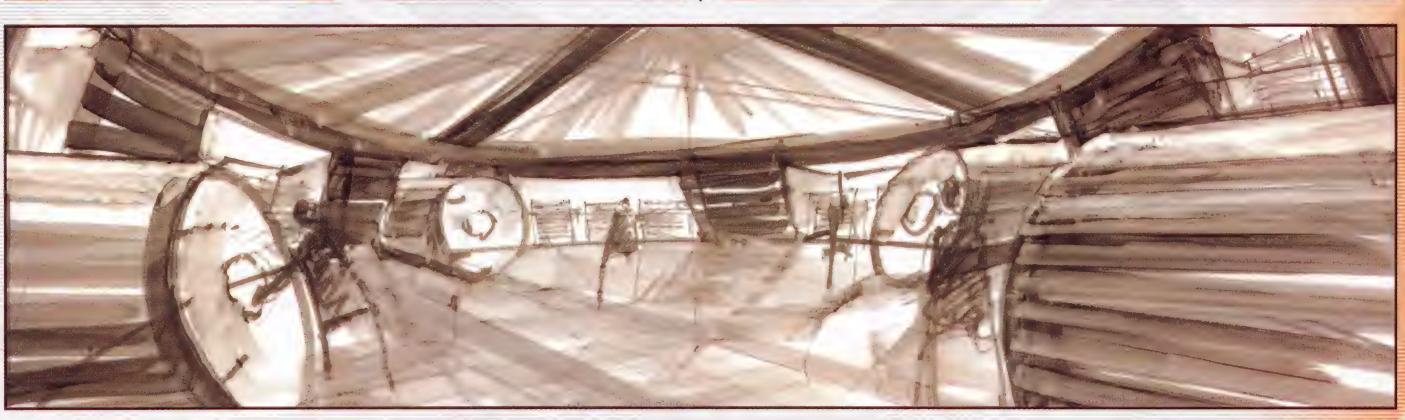
NEW MAP LOCATION
- MIDAS CASINO -
AREA 4

C OBJECTIVE: REACH VAULT ENTRANCE

1 The first room in the service corridor has a blinking breaker box that you can see from the doorway. Wait there, and use your GoldenEye EM Hack powers to trip the breaker as soon as you see an enemy near it. This Machine Trap can only be used once, but it should take out four or five foes that you can't even see from your location. Be ready to do battle with a few survivors on your way to what seems to be an underground dance club.

2 There isn't a lot of cover on the upper level of the club, and a trio of soldiers on the ground floor can hit you from almost anywhere. Use powerful weapons like dual HS-90s to wipe out the commandos on the balcony, then turn them on the thugs on the floor. It's hard to avoid taking a few hits, but if your status becomes critical, you can duck back through the door to the service corridor.





3. There are many more enemies in an area that adjoins the club through a low opening, and one or two may rush in when you approach the opening. When you actually ascend the stairs beyond, several elevators will pop up and deploy more soldiers. There's a couch leaning against the wall by the first elevator; you can crouch by it and fire under the raised part to catch a lot of the new enemies by surprise. But keep an eye out for foes who will try to flank you from the other side!

C3

C3

D OBJECTIVES: FIND ALT. VAULT ENTRANCE/FOLLOW TUNNELS TO VAULT

1. The vault is locked, but if you look to the right, you'll see a lower room full of keno tables. As you approach one for cover, a giant drilling machine will burst out of the ground, and two commandos will appear behind you. While remaining covered from the front, turn around to meet the new threat. You can then painstakingly clear out the many enemies in the new room, or make a mad dash to the hole behind the drilling machine, and dive on in.

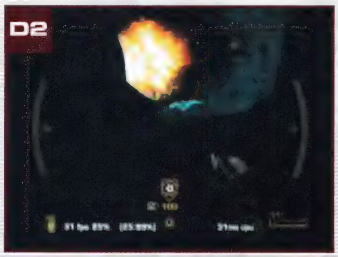
NEW MAP LOCATION
- MIDAS CASINO -
AREA 5

2. You won't find any breathing room in the tunnel; there are enemies on both sides, so you'll need to act fast to take them out before they can react to your appearance. Then proceed slowly through the tunnel, using grenades liberally to blow up entrenched enemies.

D1

D1

D2


D2

E OBJECTIVE: UNLOCK MAIN VAULT

1. The tunnel leads, at long last, to the vault. Many enemies will rush in to greet you from the open door to the left, but you should be able to take them out as soon as they turn the corner. The windows here are all bulletproof, so you don't need to worry about the enemies in the circular corridor yet.

2. To the right of where you entered, you'll see a box against the window. It's labeled with a "1." Activate it by hand to open the first door in the corridor. Before you move out there, look through the window at the mounted gun above the door, and reprogram it with your EM Hack from behind the bulletproof glass. Now the gun will fire only at your enemies, and never at you!

3. Proceed carefully down the corridor to the second room, eliminating enemies as soon as they appear, and running back to Room #1 to recover if your health becomes critical. Inside the second room, you'll find more armored commandos and a supersoldier named Putnam, who wields a Predator MG. Hide behind the walls, stepping into the doorway to fire for only a few seconds at a time so Putnam won't have time to get his Predator going. When the commandos drop, try to rush in and grab the Mk2 Detonators they often leave behind; they'll make short work of Putnam.

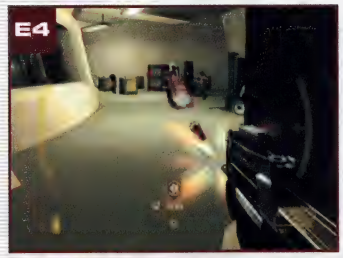
E1

E2

E3

E3

4 Open the second gate from the switch in Putnam's room, then steel yourself for a similar corridor battle—this ain't gonna be a cake walk. Grab the Predator if you like, although Mk2 Detonators are probably a little more useful in these round hallways. The third room is much like the second, except this time the supersoldier is wielding a Mamba 12g. In addition to that, reinforcements will rush in from the back when you attempt to press the third button. Pesky reinforcements! Reprogramming the second mounted gun will help, since it will occupy the soldiers in the corridor while you turn your new weapons (including a Harpoon RL!) on the attackers.


E4

E4

5 Two more supersoldiers lead progressively deadlier groups of enemies in the corridor and fourth room. Fortunately, with all the Harpoons and Mk2 Detonators lying around, you'll have the tools you need to deal with them. Just beware that you'll be facing Harpoons and Predators yourself—be sure to dive behind cover as soon as you see rocket smoke or hear the whir of a Gatling gun.

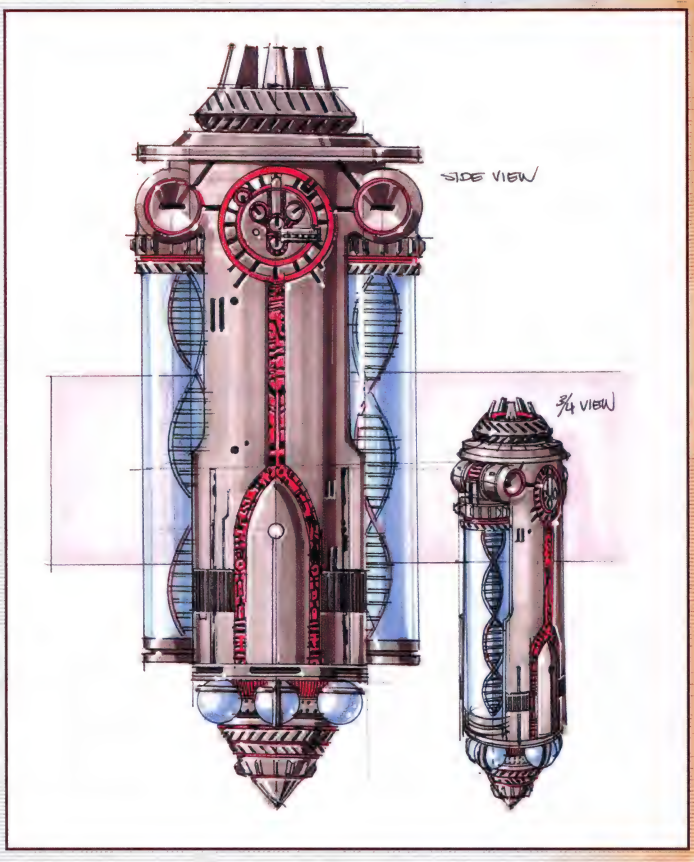
E5

F OBJECTIVE: PROTECT OMEN DEVICE

1 When you press the fourth button, the doors to the central vault will open. When you enter, they'll shut behind you and you'll be trapped inside. Naturally, you'll be forced to dodge gunfire from the many windows that circle the room, so look alive and keep on your toes. There's a Mag-Rail in there with you, and you can use it in conjunction with your MRI Field to find and eliminate your foes when they stop to fire at you (provided the foe(s) in question don't posses their own shields). When you see enemies are grouped, try to take them out with thrown grenades so you can save ammo. The two hacked mounted guns will be a big help, as well, so be sure to include them in your game plan. After a brief but deadly battle, Goldfinger will send a rope for you (you'll use it automatically in an intermission).

F1

F1

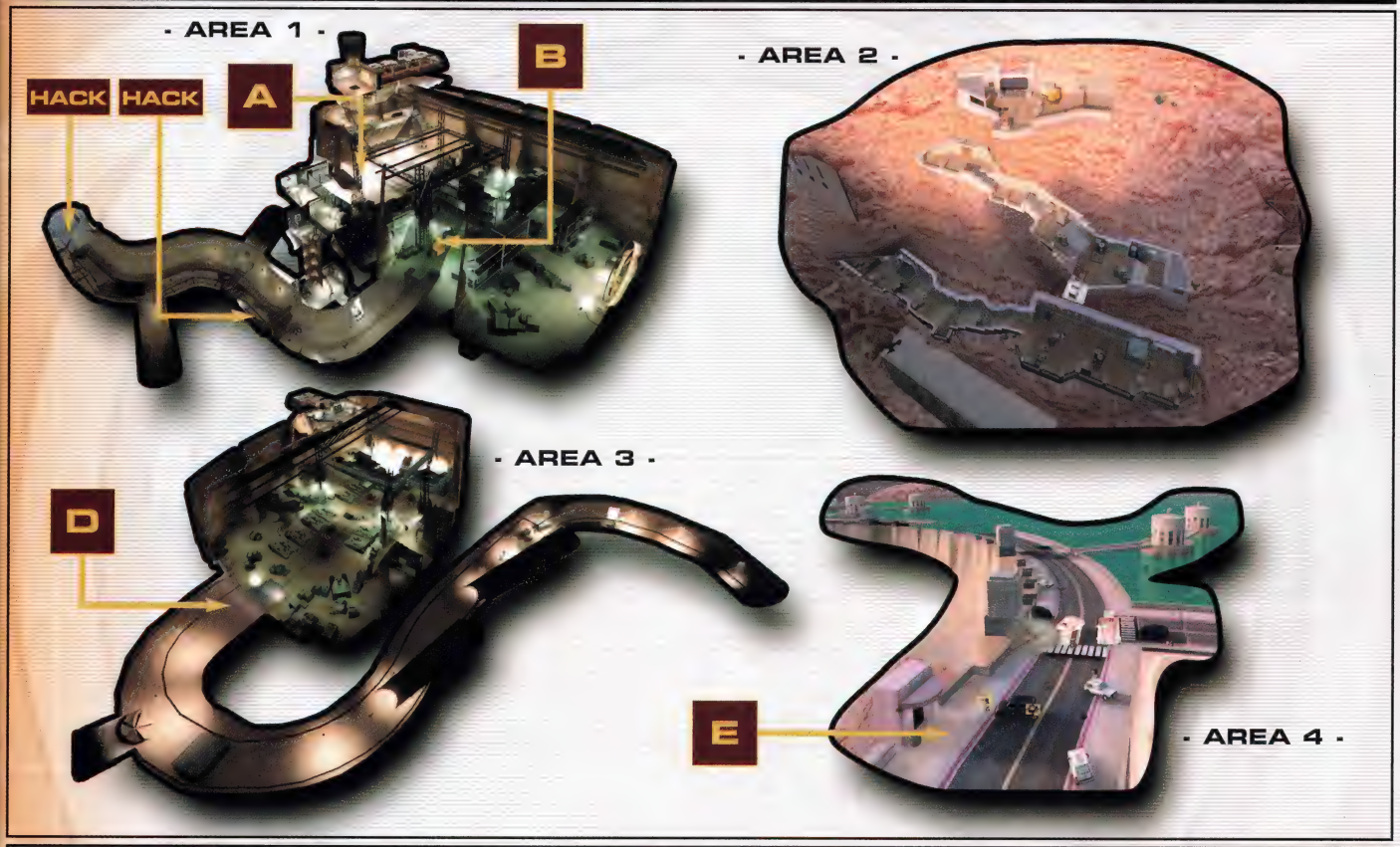


MISSION 05

HOOVER DAM

MISSION BRIEFING

Xenia Onatopp staged her attack from Hoover Dam. Her forces are holding the dam hostage with a devastating seismic bomb. GoldenEye and Oddjob are sent to the dam to find the seismic bomb and use it to eradicate the entrenched armies of Dr. No. GoldenEye takes the east side of the canyon while Oddjob pushes from the west.



OBJECTIVES

Note: The critical location for each mission objective is marked by a corresponding letter on the map.

#	NAME	LOCATION
A	Infiltrate the Dam Complex	AREA 1
B	Locate Freight Elevator	AREA 1
C	Get to the Roadway I	AREA 4
D	Infiltrate Overflow Tunnel	AREA 3
E	Get to the Roadway II	AREA 4
F	Locate the Seismic Bomb I	AREA 7
G	Locate the Seismic Bomb II	AREA 7
H	Locate the Engineering Shop	AREA 7
I	Escape from the Dam	AREA 10
J	Defeat Xenia Onatopp	AREA 10

REWARDS

2 OCTOPI	Level Art Pack: Stills
3 OCTOPI	MP Map: Turbine
4 OCTOPI	MP Skin: Xenia Onnatop
5 OCTOPI	Level Art Pack II, MP Powerup: Eye Overcharge

- AREA 5 -
- AREA 6 -
- AREA 7 -
- AREA 8 -
- AREA 9 -
- AREA 10 -
G
H
I
J
Elevator Call Button

A OBJECTIVE: INFILTRATE THE DAM COMPLEX

1. You begin this mission with a Mamba 12g and 32 shells. Hack the ladder at the entrance of the tunnel, and you'll be able to reach a catwalk with a second Mamba on it. With two shotguns to alternate between, you'll never be caught reloading as you blast each of the three armored guards that prowl the tunnel. If you take a few hits, find some body armor by hacking a second ladder.

2. When you're ready to move on, drop into the concrete tunnel at the end of the catwalks and hang a left. After a pair of empty service corridors linked by a ladder, an automatic door will open the way to a massive supply warehouse. Four guards are prowling the ground floor—one less than the number of rounds in the Longbow SR lying on your balcony. Figure out the guards' paths before you use the scope, and then pick off each guard when he's farthest from the others. If you're careful and accurate, you should be able to clear the floor without being noticed.

A1

A1

A2

A2

B OBJECTIVE: LOCATE THE FREIGHT ELEVATOR

1. Drop the Longbow SR and head down the ladder. Many more guards will rush in from the other side of the warehouse, so find a long-range weapon left by your sniping victims (the AR4 Commando is ideal) and prepare to find cover. The giant white fuel tank is highly flammable, so stay a safe distance away and don't be afraid to fire a few rounds into it if a bad guy gets close.

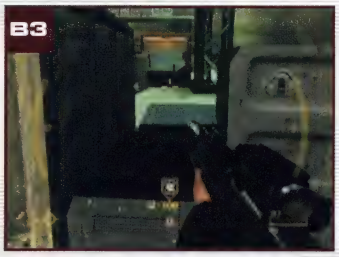
B1

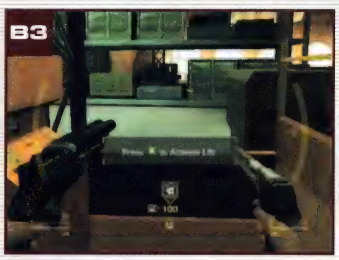
B1

B2

2. Several lightly armored foes wait by the vault door on the other side of the warehouse, but it should be a simple matter to pick them off from behind the crates with the AR4 Commando.

3. Your destination is the elevator surrounded by the maze of crates and shelves in the area just to the left of the ladder. You'll need to loop around to the side of the warehouse with the vault door, and follow the wall (on the side where the ladder is) to reach it. Dispatch a few more guards with some of the old extreme prejudice, and activate the lift to rise to a network of catwalks near the roof.


B3


B3

4 The catwalks are guarded by elite guards wielding AR4 Commandos. There isn't a speck of cover anywhere near the elevator, so you'll need to rush the guards on one side of the control room with guns blazing. Once you've knocked off the first guard or two, you should be able to flush out anyone inside the room by using grenades, and play peek-a-boo outside the doors to snipe the survivors on the other side. You should have an AR4 Commando and plenty of extra ammo as you climb the ladder in the control room.

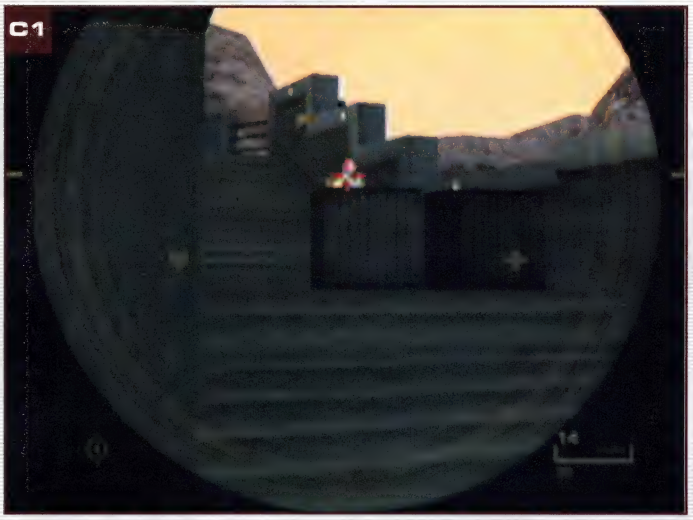
B4

B4

NEW MAP LOCATION
- HOOVER DAM -
AREA 2

C OBJECTIVE: GET TO THE ROADWAY I

1 There's only one guard in the long hallway that follows, and sending him softly into that good night might lead you to believe this won't be tough—but you'll run into stronger opposition when you open the door at the end. A mini Osprey helicopter will strike immediately, but before you try to bring it down, run for cover and turn to your left. Gun down any guards who are rushing down the stairs, then turn your attention to the Osprey. You'll find a Mamba 12g and an Mk2 Detonator on the balcony, and the Detonator can bring down the bird in one carefully placed shot.


C1

C1

2. Don't waste all of your Mk2 rounds blowing up guards in a comical way, as a second aircraft will appear when you're farther up the stairway, and a third will strike after you climb the ladder to a higher stairway. The Detonator is by far your best option for bringing down these flying machines, but an AR4 Commando can do the job in a pinch.

C2

C2

3. Feel free to switch to an AR4 Commando as you blast your way through the guards on the second stairway. As soon as you climb the ladder at the end, prepare to duck behind the concrete barrier; two guards and a supersoldier named Rathbone will be waiting. The green bullets flying overhead are rounds from a Venom 200ml, and they'll stun you for a second if they hit. Grab it and turn it on Rathbone, then finish him with a melee throw or a headshot.

C3

C3

NEW MAP LOCATION
- HOOVER DAM -
AREA 3

4. There's a hole in the ground here, but examine it from all sides before leaping in. You'll see an elite guard named Kilner at the bottom, and if you get the angle right, you can take him out before you drop, ensuring body armor and an AR4 Commando will be waiting for you at the bottom. Hit the ground running—at least one of the other three guards in that room is packing a Venom, and you don't want to get trapped in the open.

C4

D OBJECTIVE: INFILTRATE OVERFLOW TUNNEL

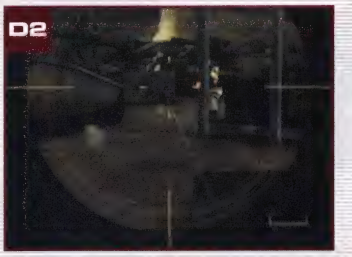
1. The automatic door will lead you to the control area of the upper overflow room, which mirrors the warehouse at the beginning of this level. This time a zip line is the only way to the ground level, but before you take it, pick off any easy targets from above. The guy who runs for cover behind the explosive barrels is a particularly easy hit.

2. A half-dozen armored guards will be waiting for you at the bottom, but they're widely spaced and usually drop body armor and AR4 Commands; if you proceed cautiously, you should be able to reach the tanks without much trouble.

3. There is a legion of foes down here, and it seems that each time you dash to a distant weapon or armor upgrade, a new squad appears. Travel along the right wall so you can't get surrounded, and don't be afraid to drop your secondary weapon and hurl a few grenades when your enemies are entrenched behind heavy cover.

D1

D1


D2

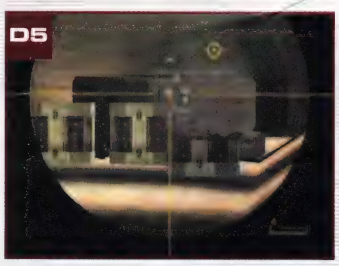
D3

4. Don't miss the Harpoon RL as you turn the corner toward the overflow tunnel, since one of the tanks near the far wall is manned and ready to fire when you turn the corner. Return fire with a few rockets, then switch to traditional weapons and enter the vault door, which is open in this hangar.

5. When you near the makeshift barricade in the tunnel, grab the Longbow SR, duck behind a crate, and quickly snipe out the two enemies on the other side. If you have ammo left over, hold your position and wait for more guards to wander into your sights. When the Longbow is dry, switch to standard weapons and rush the enemy barricade to finish off any survivors. Among the remains, you'll find all the AR4 Commando rifles and ammo you may desire.

D4

D4


D5

D5

E OBJECTIVE: GET TO THE ROADWAY II

1. The hallway at the end of the tunnel leads back to the cliffs, and you'll be met by a hail of gunfire from your right when you pass through the doorway. Turn into the fire and use your scope to aim a shot at the exploding barrels atop the suspended platform. Their detonation will eliminate two pesky snipers, and you can then pick off two more guards on the stairs.

2. Proceed slowly up the stairway, using your scope to scout ahead, and backing down the stairs when your foes return fire. There are plenty of explosives around, so hit your enemies with some splash damage before you unload on them.

3. Try to hold onto the AR4 Commando throughout this area, as its scope will be the key to detonating barrels and sniping the distant enemies on the vista at the top of the third staircase.

E1

E1

E2

E3

NEW MAP LOCATION
- HOOVER DAM - AREA 4

F OBJECTIVE: LOCATE THE SEISMIC BOMB I

1. Your game is saved when you enter the elevator at the end of the third staircase, and you end up on a rubble-strewn road where you'll be rushed by a number of guards who pour from tanks and APCs. There's a Harpoon RL on the ground, and you may want to empty it at the tanks before you retrieve your AR4 Commando, then seek cover behind a car and pick off the guards. If any of the vehicles have survived, toss a few grenades to finish 'em off.

F1

F1

2. Proceed slowly down the road, destroying the tanks with rockets and grenades then using their wrecks as cover while you pick off the guards. Harpoon RLs and Mk2 Detonators are scattered all along the road, so you should never run out of heavy ordnance.

F2

F2

3. As you near the end of the road, a helicopter appears. The door out of here is just ahead, but if you don't bring down the helicopter now, it will strike again at a less opportune time. Use any of the conveniently placed Harpoon RLs: One on the path to a cylindrical building to your right, and two more at the far end of the road. When you've eliminated this menace, pick up a fresh Harpoon RL and head down the ladder in the grey structure at the end of the road.

F3

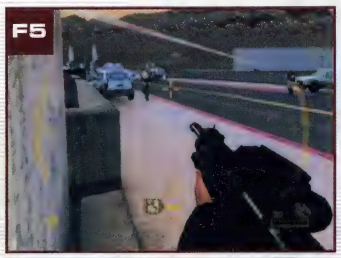
F3

4. Drop the Harpoon RL and take down the two guards in this tunnel with your sidearm, then reclaim the Harpoon and climb up to a new section of the street. You'll immediately be rushed by soldiers and tanks, so activate your Eye Shield as soon as you see daylight! Unload your rocket launcher at the tanks quickly, in hopes of snagging the guards in the blast, then grab another Harpoon RL across the street and finish the job.

F4

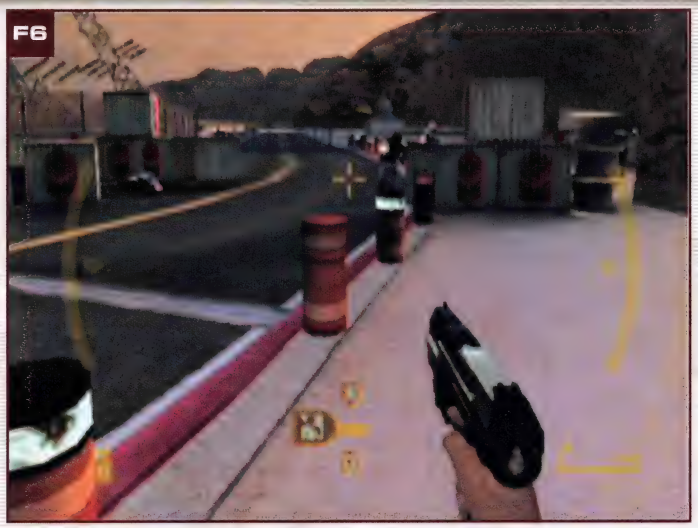
F4

5. That should be enough to take out the tanks in the first part of this area, allowing you to proceed down the road and use the alcoves on the left as cover to pick off the scattered guards. Near the Hoover Dam monument at the end of the road, you'll be attacked by two more tanks and a helicopter (as well as the helicopter that attacked in the last stretch of road, if you didn't destroy it at the time). If you haven't been able to pick up another Harpoon RL from a fallen foe you'll need to use grenades to wipe out the tanks. Afterwards, you should be able to find an explosive weapon to deal with the chopper. Make sure you destroy both tanks; there are several guards defending a barricade at the end of the road, and you don't want to be stuck between the barricade and active tanks!


F5

F5

6. With the tanks destroyed, taking out the guards behind the barricades should be easier, but helicopters remain a threat, so you won't be able to sit still and engage in cat-and-mouse tactics. Your final destination is the elevator to your right, behind the barricade at the end of the road.

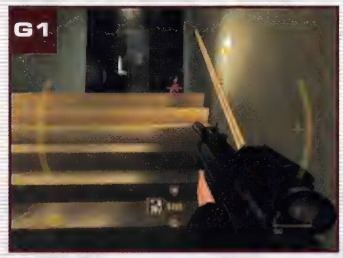

F6

F6

NEW MAP LOCATION
- HOOVER DAM -
AREA 5

G OBJECTIVE: LOCATE THE SEISMIC BOMB II

1. An onslaught of guards will rush you at the beginning of this duct-filled hallway, but the stairs provide excellent cover from their shotgun blasts, especially if you're using an AR4 Commando. Several elite guards prowl the end of the hall, and they're armed with AR4 Commandos of their own. A grenade may be your best method of dealing with them when ammo runs low. Since your foes are packing AR4s and even a Predator MG, you'll be torn apart if you're caught in the open. Rushing in with the short-range Mamba 12g's that the earlier guards dropped is a surefire way to kick the bucket.


G1

G1

NEW MAP LOCATION
- HOOVER DAM -
AREA 6

2. Before you grab the Predator MG, you may want to peek through the automatic doors at the end to take out the guard in the hallway. Then bring the Predator into the tunnel beyond, turn to your left, and start firing! Don't worry about conserving ammo; you'll want to ditch the Predator for the Mk2 Detonator in your path anyway, since that's much more useful for bringing down the helicopter that appears as you approach the mouth of the tunnel. Don't fight it from within the tunnel, as you'll need to be able to run left-to-right to avoid its missiles! If you run out of Detonator rounds, you should be able to find a Harpoon RL lying near the railing.

G2

G2

G2

3 Proceed to the end of the road and up the stairs to your left to find the door to the turbine room. You'll encounter scattered resistance, but with all the Harpoons and Detonators lying around, you should be in no real danger. Take one with you through the door, as there's a number of Dr. No's elite guards inside.

G3

G3

4 One of the guards on the first turbine has a Predator MG, and that will make it easy to rip through the cover provided by the other turbines and clear out the enemies. Blast your way up a few staircases to find a ladder that leads to a balcony over a large machine-filled room. Grab an Mk2 Detonator from one of the last guards in the hallway, if you can.

G4

G4

5 Bullets will be flying from all directions when you make your presence known on the balcony, so be ready to drop back down the ladder if you need to let your shield recharge. Dispatch every enemy you can see before you proceed down the ladder on the other side, but when you hit the ground floor, be ready for an ambush from an enemy hiding beneath the balcony (to your right as you descend).

G5

G5

6 Your destination is the metal door at the far end of the room, on the ground floor. To get there, you'll either need to duck under a pipe in the upper levels or use a side passage in the lower part of the room to avoid obstacles. In that passage you'll find an Mk2 Detonator, which will come in handy for clearing out the three commandos who will rush in as soon as the door opens.

G6

G6

7 Don't let the empty hallway that follows lull you into complacency. The next hallway, through the door at the end, will be the site of a nonstop brawl. Enemies will fire from the catwalks and from behind cover throughout the area. Your best bet is to use an AR4 Commando and proceed carefully through the doorways set in the concrete walls to your left. This will allow you to eliminate the men on the catwalk one-by-one without letting the ones further along get a shot at you. If you just want to get through this area quickly, the side route will ensure that no one can get a bead on you for long.

8 You'll find a Longbow SR at the end of the second hallway, but it isn't much use here since there is no great cover from which to use it. The tactics from the previous hallway should see you through safely.

G7

G8

NEW MAP LOCATION
- HOOVER DAM -
AREA 7

H OBJECTIVE: LOCATE THE ENGINEERING SHOP

1. As soon as you open the metal doors, run to the orange control box on your right (the stairs are on the side opposite you). There you'll find a Longbow SR and 10 rounds of ammo. Ignore the Predator MG-wielding "Carango" on the opposite side of this map for now, and focus on eliminating as many of the lesser guards as possible. Carango is heavily shielded, so your best bet is to take him on with an explosive weapon—you should be able to swipe an Mk2 Detonator from one of the guards.

This room is very difficult, because just when you think you've cleared the enemies, a new batch will rush in from the doors on either side. If you get impatient and rush to the button at the far end of the map, you probably won't make it—there is no good cover near the button. It's better to be patient, stay covered, and deal with the legion of enemies in this room slowly and deliberately. When the coast is clear (or nearly so), call the elevator.

2. Enemies on balconies will pester you throughout your elevator ascent. Either gun them down or hide behind the crates and wait it out. If you decide to fight and earn yourself some In Transit Rogue Bonuses, notice explosive barrels on nearly every balcony. It's easier to aim for the barrels than it is to aim for the enemies.

H1

H1

H1

H2

NEW MAP LOCATION
- HOOVER DAM - AREA 8

3 Shortly past the elevator's final stop, you'll find another Longbow SR and plenty of Dr. No's elite guards on the other side of the catwalk. Skilled marksmanship is a necessity here; if you don't eliminate most of the guys on the other side of the map, you'll be under heavy fire when you try to rush across the catwalks. Even when the Longbow is spent, you'll get a second chance with the AR4 Commando that's near the elevator.

4 The button to lower the bomb is on the side of the map opposite the elevator, atop a catwalk. Use it to trigger your final objective: Escape from the Dam.

H3

H4

H3

H4

NEW MAP LOCATION
- HOOVER DAM - AREA 9

I OBJECTIVE: ESCAPE FROM THE DAM

1 The door out of this area is in a corner on the elevator's side of the room. It leads to a pit that will drop you into a long drainage tunnel, where you should attempt to end this level the way it began: blasting foes as you run with a Mamba 12g in either hand. Do be forewarned that later enemies

wield a Harpoon RL and a Predator MG, so you'll want to be a little more careful when you see rocket smoke or hear the whir of a Gatling gun. The tunnel ends at an elevator, which will take you straight to Xenia Onatopp's ambush. (She may be dead sexy, but she's got an awfully nasty habit of trying to kill you!)

I1

I1

NEW MAP LOCATION
- HOOVER DAM -
AREA 10

J OBJECTIVE: DEFEAT XENIA ONATOPP

1. Xenia will first strike in a mini-aircraft, but one that's much tougher than the usual variety. You'll find Harpoon RLs in the debris at either end of the road, and since they respawn when expended, you won't need to worry about running out of rockets. It will take four or five direct hits to bring down the aircraft, and only when it's fallen will Xenia appear on foot for the final battle. The Harpoon RL is just as strong against Xenia herself as it was against her copter, provided you fire from a safe distance (so you can dodge her Venom rounds) and aim for her feet.

J1

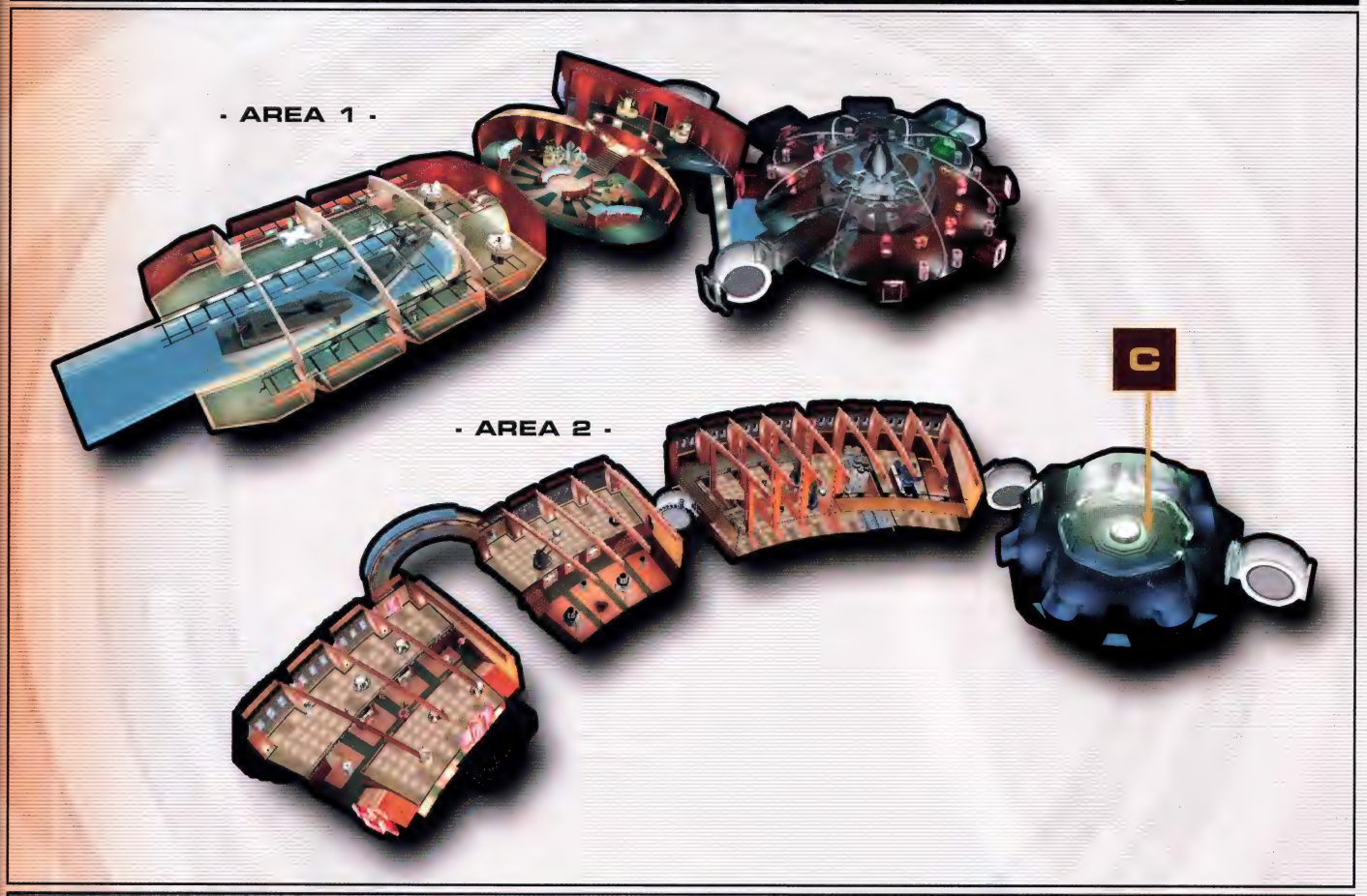
J1

MISSION 06

THE OCTOPUS

MISSION BRIEFING

GoldenEye receives his final upgrade, and Goldfinger's strategy shifts to the offensive. His next goal is to destroy Dr. No's home fortress on Crab Key. The location of Crab Key is a secret even to the highest-up members of the underworld. Number One suggests that the mainframe at the Octopus black market holds the answer Goldfinger seeks.



OBJECTIVES

Note: The critical location for each mission objective is marked by a corresponding letter on the map.

#	NAME	LOCATION
A	Locate the Central Computer Core I	AREA 4
B	Locate the Central Computer Core II	AREA 4
C	Find the Octopus Security Chief	AREA 2
D	Locate the Central Computer Core III	AREA 4
E	Download the Coordinates for Crab Key	AREA 4
F	Escape the Octopus	AREA 4

REWARDS

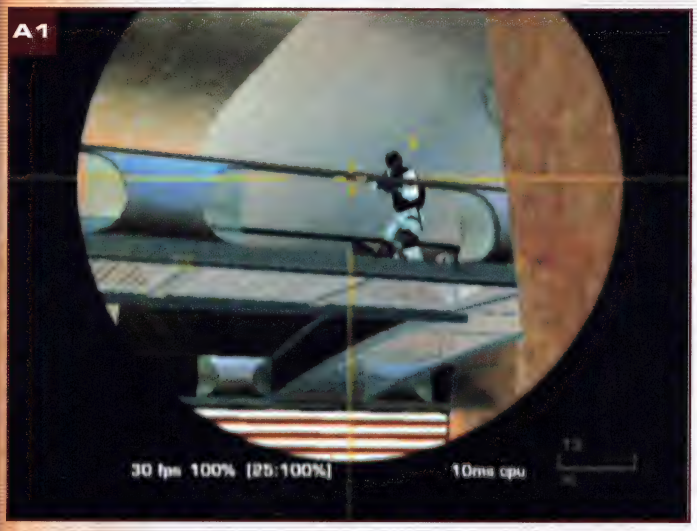
2 OCTOPI	Level Art Pack: Stills
3 OCTOPI	MP Map: Fissure Platform
4 OCTOPI	MP Skin: Lair Guard
5 OCTOPI	Level Art Pack II, MP Modifier: Rapid Eye Recharge

GOLDENEYE POWER RECEIVED: EM HACK

- AREA 3 -
- AREA 4 -
B
E
F
- AREA 5 -
- AREA 6 -

A OBJECTIVE: LOCATE THE CENTRAL COMPUTER CORE I

1. Unless you do something drastic, none of the enemies in the first area will notice you until the hologram says your name. You can use the element of surprise to do a melee takedown on the nearest guard or simply grab the nearby AR4 Commando, duck behind a wall, and start clearing the balconies. Then pop out and kill the few enemies to your right—you'll probably need the scope to see them all.



2. As you move to the right, a new group of commandos will appear, each wielding an HS-90. Ah, the HS-90... we've missed you so! Use them to sweep the foes in the nicely appointed waiting room, or, if they're all grouped under the octopus-shaped chandelier, hack the point where the chandelier connects to the ceiling to send it crashing down. Don't miss more foes hiding behind the desks.

3. As you ascend the stairs, a pair of commandos will emerge from the elevator beyond. The metal-enforced parts of the glass railing should provide adequate cover, so dispose of them with cunning style and move on.

4. The elevator opens into a circular room that is apparently empty... but you should know better by now! The baddies are just waiting for you to wander into the central area where you'll be surrounded. Either lure them out and fall back towards the elevator, or run forward, grab the Mk2 Detonator, and continue to the right, where you'll find a second Mk2 Detonator. Between the scattered explosive barrels and the many Detonator rounds, it's easy to flush out the hiding enemies, who you can spot with MRI Vision.

5 Speaking of MRI Vision, you'll find a rarely seen Mag-Rail on the other side of the room, which will make it easy to finish off the foes in this area. But new enemies may continue to emerge from the doors (usually in pairs), so stay on your toes. Your destination is the green-lit door that's directly opposite from where you entered this level—it's already open, so walk on through.

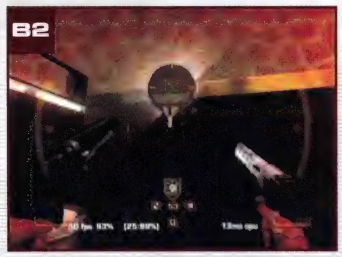
NEW MAP LOCATION

- THE OCTOPUS -
AREA 2

B OBJECTIVE: LOCATE CENTRAL COMPUTER CORE II

1 If you still have the Mag-Rail and a few rounds, it's easy to stay on the stairway in this room and take down enemies through the walls with MRI Vision. If not, you'll have to move behind the first pedestal (there's a Mamba 12g on it) and fire at your enemies from there.

2 As you proceed farther into the room, an elite commando will come rushing down the far staircase. On other fronts, enemies will appear first on the right balcony, then on the left one. Since you're virtually surrounded, it's important to be smart here. Before you engage anyone, hack the mounted gun on the far wall to turn a pesky foe into a faithful friend. Instead of playing cat-and-mouse games with the elite commando and the bad guys on the balcony, it's usually easier to grab one of the many Mamba 12g's on display and rush your remaining foes. It may lack finesse, but it's the most efficient way to down your foes.



3 From atop the balcony that you can climb to, you'll see a round, blue computer screen on the opposite balcony. Hack that to make a bridge appear, allowing you to cross to that balcony.

B3

4 After a winding hallway with a single foe, you'll enter another large room. Stay by the door for cover; you'll expose yourself to fire from a lower level if you run behind the artillery gun. There's another mounted gun on the far side of the balcony, but it will go dead when you blow up the barrels beneath it.

B4

5 When you've cleared out the upper level, head toward a covered part of the railing and turn your fire on the enemies below. Stay near the artillery gun, or you'll be flanked when reinforcements arrive through the red door on the other side of the upper level.

6 That red door is your destination, as well. When you use the terminal behind the door, it will unlock the door to the next area.

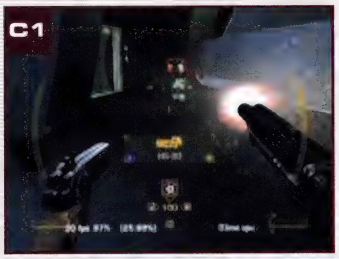
B6

7 You may be under fire from both levels when you open the next door (if you're not, you will be soon), and it's crucial that you even the odds before you head downstairs. Use grenades, Detonator rounds, exploding barrels, Magnetic Inductive Fields, and well-placed sniper shots to pick off foes one at a time, then duck back through the door to avoid return fire and regenerate health, if necessary. Repeat until you've cleared the room of easy targets. Then try to retrieve the AR4 Commando often dropped by the soldier on the balcony, and use that to take out more-distant targets. A discarded Predator MG on the ground floor should help you finish off any remaining foes.

B7

C OBJECTIVE: FIND THE OCTOPUS SECURITY CHIEF

1. There are only a few guards in this room when you first enter, but reinforcements will come in from doors scattered around the room. Start by grabbing the Detonator power-ups on the center console in the middle of the room. Since you'll be running around a relatively tight circular area where enemies seem to pop out of nowhere, the Mamba 12g is the weapon to look for. Among the reinforcements is a heavily armored man named Netherby who packs a Predator MG. Running into a volley from a Gatling gun can ruin your day pretty quickly, so it's best to keep your distance and dispense with the softer targets first. When you have more room to maneuver, use your MRI Vision to locate Netherby. Hurl grenades at him, or set traps with an Mk2 Detonator.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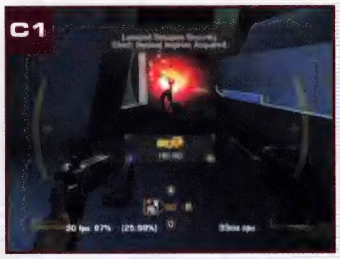
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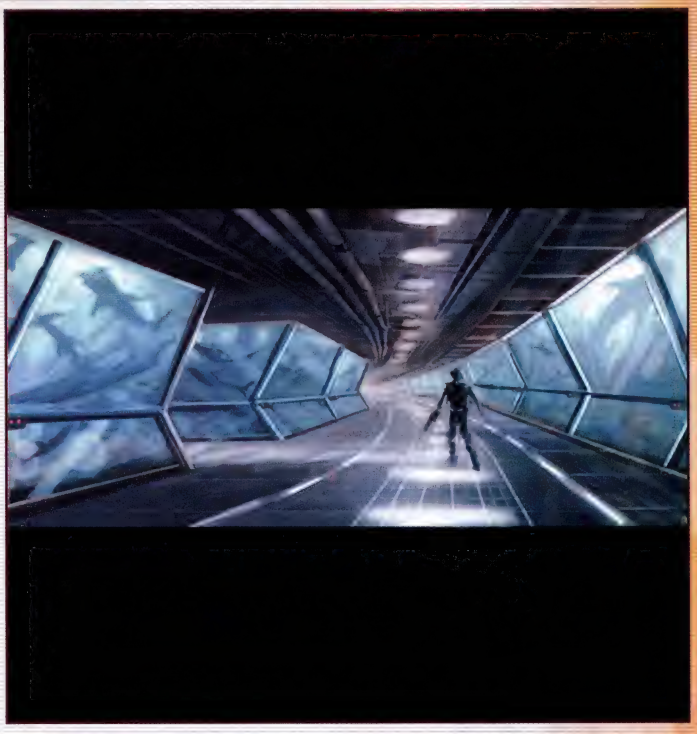


NEW MAP LOCATION
- THE OCTOPUS -
AREA 3

D OBJECTIVE: LOCATE THE CENTRAL COMPUTER CORE III

1. The Predator MG is Netherby's parting gift to you, and while it will eventually come in handy in the office-like room at the end of the tunnel, your first priority should be to swap it for the Mag-Rail by the desk. From the desk's cover, use your MRI Vision to pick off the first few enemies, then switch back to the Predator for the reinforcements coming up the stairs. Retrieve the Mag-Rail, then move to the walls of blue glass that surround the lower level and pick off the trapped enemies beneath. Their bullets can't penetrate the glass, but the Mag-Rail can, earning you a half-dozen Penetration Rogue Bonuses.

2. One of the first foes will drop a Venom 200ml, the best conceivable weapon for what's ahead. As you cross up the stairs to the other side of the room, a Netherby-like soldier with another Mag-Rail will come running through the door. Give him a dose of venom then take him out with your other weapon or a melee attack. Find some cover and again use your MRI Vision and the Mag-Rail to clean up the reinforcements.

3. The next area is a veritable maze of counterfeit money. Try and sneak through the room if you can (combat will invite more reinforcements), using your MRI Vision to see where enemies are waiting and picking them off with the Mag-Rail (if you have any rounds left).

D1

D2

D3

D3

4 Once again you'll open a door to find yourself pinned down by enemy fire. Try to eliminate the nearest enemies from the other side of the door, then enter the room and rush to the left, so you'll be beneath the balcony where all the snipers are lurking. From the cover of the crate, grab the AR4 Commando and pick off the enemies on the other side. You can also find an Mk2 Detonator on a crate near the middle of the room, and use that to clear the pesky enemies on the balcony (aim for the explosive barrels).

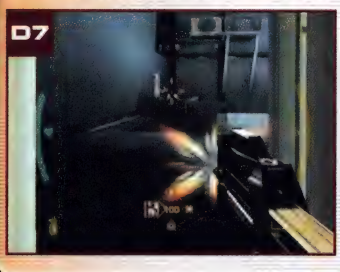
D4

D5

5 This room is littered with computer terminals that you can use to release the platforms that act as bridges over the water. If you hack the terminals from a distance, you can spring the platforms while foes are running over them for a Rogue Bonus!

6 You'll have two routes to pick from in the next room: The door to your lift or the lift on the lower part of the map.

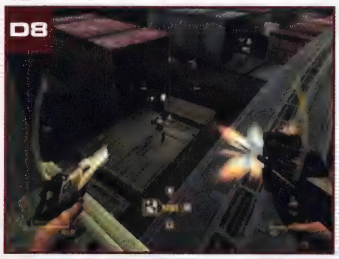
D6


D7

D7

7 If you go through the door to the left, you'll find yourself on the ground floor of a warehouse maze. The automatic sliding door provides excellent cover, and if you camp there for a while, many of the enemies in the room will find their way into your line of fire. Don't get cocky, though; this room is still a complicated maze of crates and balconies, with lots of places for your crafty foes to set ambushes. Proceed very slowly, and don't miss any chances to shoot through the gaps between crates and pick off distant foes before they can spring their traps.

8 If you take the lift, you'll find a moving platform that will zip you through the first part of the level and leave you on the upper catwalks. This route is much quicker, but with the lack of cover on the catwalks, it's also more dangerous.


D8

D8

9 There are several guns cocked and pointed at the door to the next room, so you can't afford to hang out in the doorway and plan your shots. Throw a grenade, back up, open the door, and throw another. Repeat until the Explosive Rogue Points line up in the corner of the screen, and it's safe to enter and find a better position from which to fire.

D9

10 Grab a Mamba 12g if you can; the soldiers in the next room are often lined up near the door. After clearing out the immediate threats, run to the left and let a priceless sarcophagus eat the bullets from the upper levels while you clear out the enemies along the wall. That should net you an AR4 Commando with which to take out the foes on the upper level.

11 Many new enemies will pour into the upper floor when you set foot on the stairway. There isn't a lot of great cover up there, so you may want to lure them out, then back down and hit the enemies from sniping positions on the lower floor. On the lower level, by the circle of couches, you'll find a Predator MG that will speed things up a bit.

D 10

D 11

12 Make sure you're at full health before you open the door at the end of this room; the corridor is full of poison gas, and any deficit in your health will put you on the floor! The door at the end is locked, but you can target the computer terminal through the glass door and use your EM Hack to open the door.

D 12

NEW MAP LOCATION
- THE OCTOPUS -
AREA 4

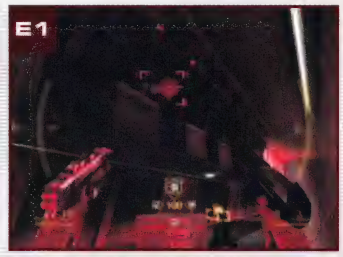
E OBJECTIVE: DOWNLOAD COORDINATES FOR CRAB KEY

1 Just when you think it's time to enjoy a relaxing intermission, the hardest battle yet will begin. All the cover in this area will appear and disappear, making the obvious blocks in front of you too unreliable to suffice. Instead, fire up your Magnetic Polarity Shield and charge forward and to the right. There you'll find a deep alcove where you can use the walls as partial cover, and a Harpoon RL. Save that for a Tesla EM–wielding supersoldier named Vane. Note that Vane is protected by a shield much like own your Magnetic Polarity Shield. You can cut through these shields with explosives or sustained gunfire, but the otherwise-weak Tesla EM will remove the shield entirely!

2 When you eliminate the pressing threats, turn your attention to hacking the wall-mounted gun above your alcove, and the one across from it. Then hack the other two farther down the room.

3 When the coast is clear and all the guns are on your side, use the terminal that's behind the position you were in when the shooting started. It will download the coordinates to Dr. No's island, and cause a few new enemies to appear. With the guns as backup, they should be easy to deal with. And, if they're looking for a lemming's fate, who are you to argue? Cap 'em.

E1


E1

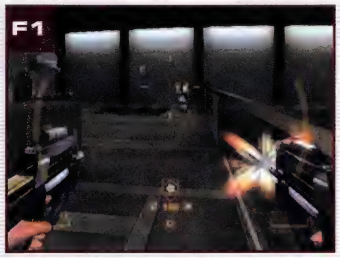
E2

E3

F OBJECTIVE: ESCAPE THE OCTOPUS

1. Your new objective is to escape, but you won't be going out the way you came in. Step into the cylindrical elevator in the center of the room and use that to drop to a lower level, right in front of a guarded supply room. Find cover behind the crates in front of you so you can mop up on the lower floor, then look to the upper floor and hack the mounted gun. While it blasts your enemies, you should be able to sneak up the stairs and shoot them in the back.

F1


F1

2. The enemies in the next room usually won't see you coming, so you can sneak in, find cover, and take a human shield or pull off a headshot before they start returning fire. The silver barrels on the higher catwalks and in the back of the room are explosive, so fire at them for easy Explosive Rogue Bonuses.

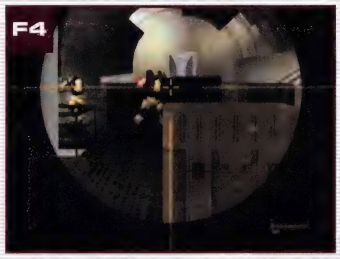
3. In one corner of the lower level, you'll find a lift that will take you to the middle level. The door you seek is near where the elevator stops, but machinery blocks your path and you'll have to walk all the way around, exposing yourself to a few new enemies on this level, and snipers above.

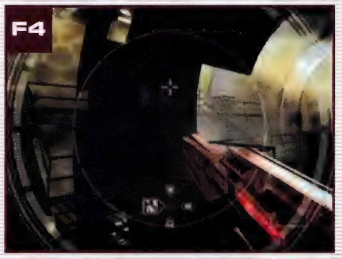
F2

F2

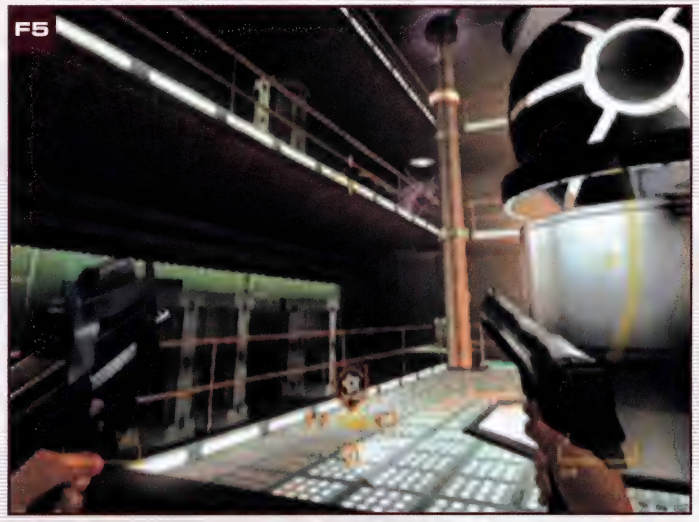
F3

4. Grab an AR4 Commando on your way to the door if you can; it's the ideal weapon for the next room, where several soldiers will fire at you from across a gear-filled room. If you can't penetrate their cover, head up the stairs to the right. You'll find a Mag-Rail by the crate blockade. Some of the enemies also carry Mag-Rails, so it's best to even the odds. And they're great in the next area, where you can use them to shoot through the ceiling to reach enemies on the upper floors.


F4


F4

5. There are a great many enemies in the three-tiered room that follows, but there are several nasty traps you can exploit to even the odds. Explosive barrels have been positioned on every floor, and the computer terminals (which can be activated remotely with an EM Hack) will electrocute everyone in the corners of the floor above them. You can hack lower switches from upper floors to electrocute the foes that rush you, but beware: They can do the same to you.


F5

6 In the next room, a series of rapid-fire pistons will provide intermittent cover for you and your foes alike. They'll also crush anyone in their path—a cruel fate that Dr. No's men are usually smart enough to avoid, but you can sometimes knock them into the pistons' path with a grenade or shotgun blast. Watch your step when you're backing up; it's an embarrassing way to go.

7 The next room is another gear room, except this time the initial threat comes from the sides. Rush the enemies on the left side, then step behind the gear to get some cover from the foes across the way. At the end of this room is a supersoldier named Zhukov, who packs a Mag-Rail. Strafe side-to-side as you fight him, since the Mag-Rail is bad at hitting moving targets.

F6

F7

NEW MAP LOCATION
- THE OCTOPUS - AREA 5

8 Crouch behind the crates to the left of the door so you can deal with the foes on your side of the room without taking a lot of hits from the upper levels and across the way. This area is teeming with explosive barrels and terminals that allow you to vent lethal gases on nearby foes, but the key to surviving the room's many enemy-filled levels is old-fashioned running and shooting skill. Exotic weapons like the Longbow SR and the Harpoon RL will tempt you, but your best bet is to move quickly and gun down foes with close-range bursts from HS-90s and AR4 Commandos. If you need to stop to regenerate or to snipe a distant target, make sure a pillar or crate is protecting you from across-the-room shots. In other words, don't be a sniped sniper.

F8

F8

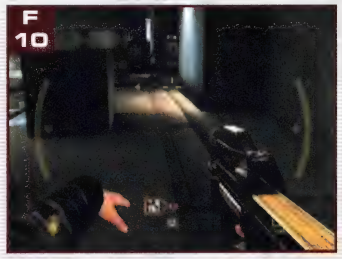
❾ The gear room that follows has a familiar layout, but it is unusually packed with enemies. Blast a trail up to either side, where you can find some cover from the gears and have a terrain advantage over the foes below. Fortunately, there is lots of body armor here, and you can continue from the beginning of this room if you die.

NEW MAP LOCATION

- THE OCTOPUS - AREA 6

❿ There aren't as many foes in the next room, but they're much tougher than the black-and-white soldiers you fought in the previous rooms, and they wield better weapons. Give one a toss with your Magnetic Inductive Field, and try to take out the others with headshots. There's plenty of cover in this room, but don't take too long to loop around the catwalk to the door on the other side; reinforcements will come in the same way you came, and it's easiest to outrun them.

⓫ After an enemy-free room in which you can purchase your own hologram, you'll enter this mission's penultimate area. You don't have far to go in the first room; just head to the right, where an elevator awaits you in the second doorway. A group of enemies will emerge from the first door as you approach, but they're in such a big clump that you can easily destroy them all with one of the Harpoon RLs in the area. Pick up the other harpoon for a battle with the supersoldier who is blocking your exit.



⓬ The final room should be familiar to you, except that there are many more enemies than you may remember. And the increased heat makes the location rather tricky. You cannot afford to get caught without cover, so keep a sharp eye and move defensively. Run to the walls ahead and to either side, where you have a clear shot at anyone running up the stairs but the rest of the baddies can't hit you.

F 12

⓭ Even when the room below seems empty, your opportunistic enemies are just waiting to rush in and ambush you. And isn't that how it always is? So prepare to find cover as soon as they appear! The room with the submarine is only sparsely guarded, but you can ignore the ruffians and run toward the glowing green spot to the left of the submarine. When the intermission begins, you're home free.

F 13

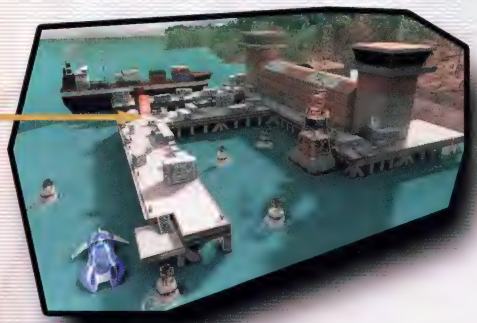
MISSION 07

CRAB KEY

MISSION BRIEFING

With the coordinates in-hand, GoldenEye pilots his new submarine to the secret location of Crab Key. Dr. No's fortress stands atop a rotting carcass of an island that was once a Cold War nuclear test site. As GoldenEye arrives on the outer docks, the abundant supplies make it clear that Dr. No is fully equipped to continue his war against Goldfinger.

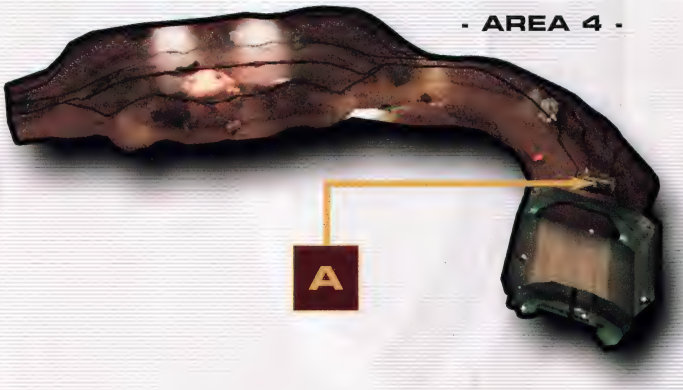
- AREA 1 -



- AREA 2 -

- AREA 3 -

- AREA 4 -



OBJECTIVES

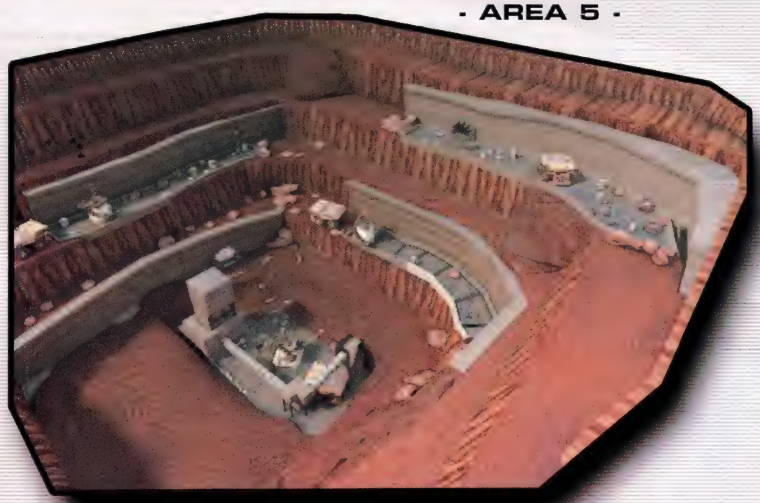
Note: The critical location for each mission objective is marked by a corresponding letter on the map.

#	NAME	LOCATION
A	Infiltrate Mining Complex	AREA 4
B	Plant Explosives on Cobalt Silos	AREA 6
C	Go to Main Gate	AREA 7
D	Take Down Dr. No's Satellite	AREA 5
E	Find Nuclear Reactor / Destroy Dr. No's Aircraft	AREA 8
F	Defeat Dr. No	AREA 9

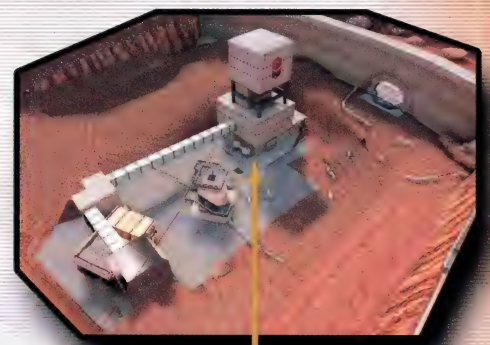
REWARDS

2 OCTOPI	Level Art Pack: Stills
3 OCTOPI	MP Map: Dr. No's Reactor
4 OCTOPI	MP Skin: Dr. No
5 OCTOPI	Level Art Pack II, MP Powerup: Speed Loader

- AREA 5 -

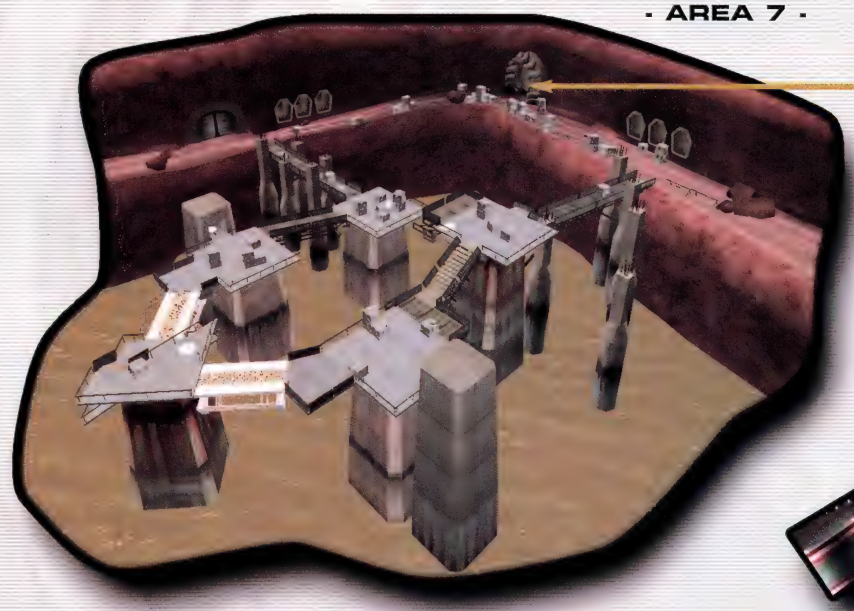


- AREA 6 -



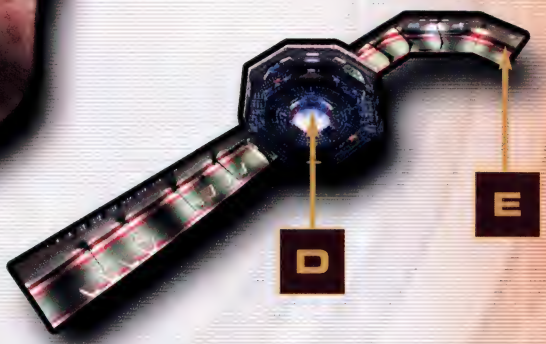
B

- AREA 7 -



C

- AREA 8 -



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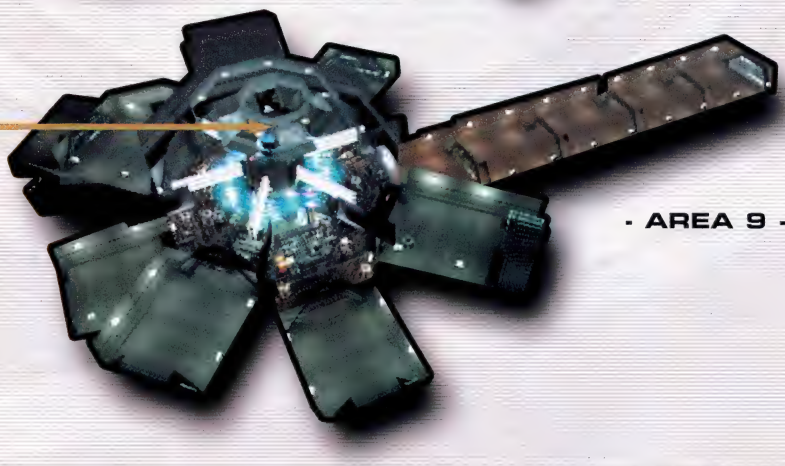


- AREA 9 -

A OBJECTIVE: INFILTRATE MINING COMPLEX

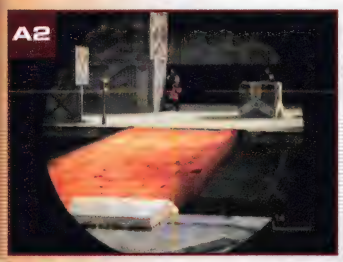
1. Scattered opposition awaits you on the docks, and there's plenty of cover for them to hide behind. Swap your HS-90 for an AR4 Commando as soon as you can, since you'll need its scope to spot enemy heads hiding behind the many crates strewn across the docks. A mini-aircraft will strike at the end of the first part of the docks, and you'll want to bring it down (using standard weapons) before pressing the button that lowers the bridge to the next pier.

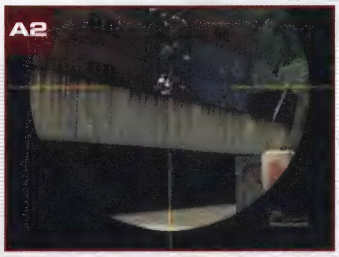
A1

A1

2. That button will lower only half of the bridge; the button that lowers the other half needs to be hacked from a distance. First, you'll probably want to snipe the enemies on that side. They're a crafty bunch, rarely standing still to catch your bullets, so you may want to use your Induction Field to dispense with them more easily. (Remember: you can hit the button repeatedly as an enemy runs through your crosshairs, since it doesn't cost you any GoldenEye power when you miss.) When you cross the bridge, move behind the crates to the left of the button, where you'll have excellent cover after you snipe out the enemies who lurk amidst the shipping containers on the higher level.

A2


A2


A2

3. You'll find multiple Mag-Rails as you move down the pier, which is fantastic in this crate-strewn area. With perfect cover and your MRI Vision, the rest of this area should be a cinch. If Mag-Railing isn't your style, hang a left at the end of the pier to find a room with a Predator MG (as well as some body armor). Continue down the pier, eradicating foes with your tool of choice, and you'll find your goal in a control room past the stairs. A mini-aircraft will appear before you can enter, and you can either ignore it or unload on it with one of your new toys.

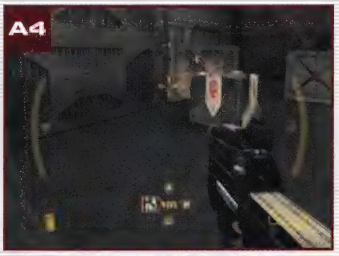
A3

A3

NEW MAP LOCATION
- CRAB KEY -
AREA 2

4. Your strategy in the warehouse that follows should be dictated by the weapons available to you. If you can hold onto a Mag-Rail, this will be pretty easy, but if you don't have a way to shoot through crates, you'll constantly be surprised by enemies jumping out beside you. In that case, the Mamba 12g is the weapon of choice. At the end of the room, you'll encounter a supersoldier named Hammersmith, who is so heavily shielded that your standard weapons have little hope of penetrating. Grenades are your best bet unless you can snag a Tesla EM or an explosive weapon from a fallen foe.

A4


A4

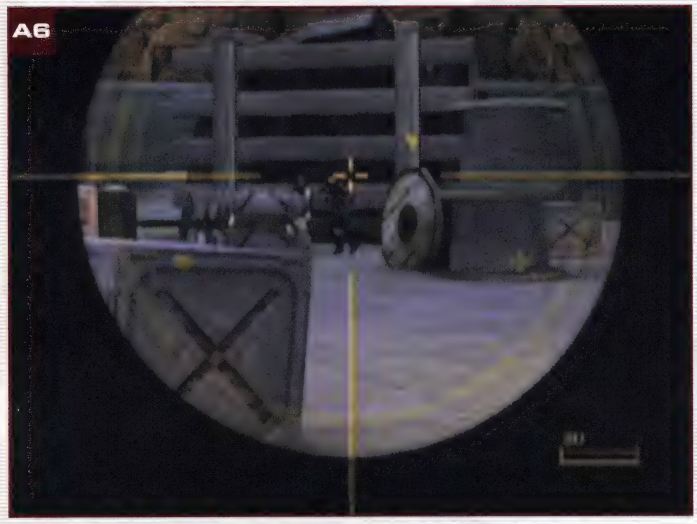
5 The enemies in the next area are fairly easy to beat, as long as you aren't caught unawares by the reinforcements who enter the way you did after you climb the stairs to the control room. The switch in the control room opens the other door at the bottom of the stairs, and if you picked up a Mag-Rail from the fallen reinforcements, you can do a great deal of damage before you even open the door.

A5

A5

NEW MAP LOCATION
- CRAB KEY -
AREA 3

6 Once you've decimated the initial force, it should be possible to make it through the warehouse without sustaining much damage if you proceed slowly and carefully. The warehouse opens to an outside area, where the enemies definitely have the terrain advantage. Do as much damage as you can from the warehouse with long-range weapons, then run behind the crates to the right where, you'll find decent cover and will be close enough to hit with less-accurate weapons.


A6

7 You'd be wise to suspect an ambush in the seemingly empty warehouse that follows, but if you're scanning the crates for soldiers, you're looking in the wrong direction. The ambush comes from behind; two mini-aircraft will swoop in with guns blazing. Destroying them shouldn't prove too difficult, although there are no weapons here and you may need to rely on your Spec 9. The only weapon in the room is an AR4 Commando, but you may want to save that for what follows—a battle with a supersoldier named Hood. Don't stand too close to the locked vault door at the end of the room as you fire at the aircraft, as that's the door he and his commando friend will enter from.

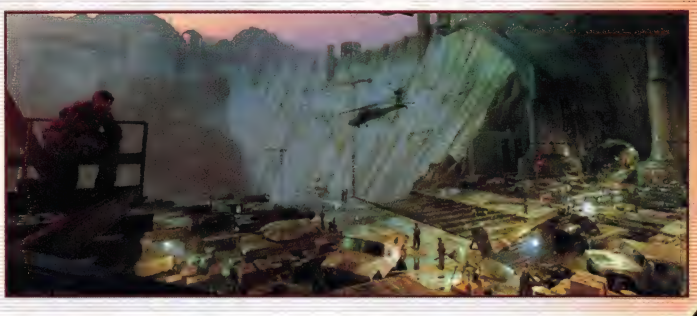
A7

A7

NEW MAP LOCATION
- CRAB KEY -
AREA 4

8 From here, a series of empty hallways and lightly guarded rooms lie between you and a large elevator that will lower you to the mining complex. When you enter the room at the bottom of the elevator, your objective will switch to Plant Explosives on Cobalt Silos.

A8



B OBJECTIVE: PLANT EXPLOSIVES ON COBALT SILOS

1. It's a long-range firefight in this tunnel, so AR4 Commando rifles are as good as gold. If you're stuck with a Mamba 12g or something like that, you may want to drop it and use your ever-accurate Spec 9. It doesn't have a scope, but the red crosshairs will let you know when you're firing in the right spot. Hug the left wall and take the left fork when you can; from there you'll be in an excellent position to fire down on the enemies in the right fork. Since they hold such weapons as the Harpoon RL and the Predator MG, you don't dare engage them in a fair fight. There's only one enemy toward the end of the tunnel, but he's packing a Mag-Rail under heavy cover. Rush him or use the Harpoon to take him out with splash damage.

B1

B1

NEW MAP LOCATION
- CRAB KEY -
AREA 5

2. That Mag-Rail can even shoot through the heavy vault door, so take a few free shots at the unaware enemies with your other weapon, then back up and Mag-Rail the survivors. Perhaps a little on the cheap side, but you're outnumbered, so what the hey! You'll need to step between the dump-truck tires to proceed in this area, but that will expose you to heavy fire from beyond the truck. Crouch beneath it and shoot the enemies' feet (a classic bloodthirsty move) or use your Induction Field before you end up eating an HS-90 burst. They'll return fire, of course, but the tires make for great cover.

B2

B2

3. A long zip line leads to the next area, but if you're a really exceptional shot, you can soften up the enemies at the end of the line with a few rounds of ammo. A little preemptive sniping never hurt anyone. Even through the AR4 scope, they're just specks, but it couldn't hurt to point the scattered weapons that you'll find in their direction. Just don't waste the AR4 Commando rounds, as it's the best weapon to zip across with.

B3

B4

B4

4. Don't engage the soldiers from the top of the tower where you land—you're a sitting duck up there. Back down the stairs, shoot the guy on the stairway, and use the stairway wall as cover while you fire at the men on the ground. The soldier on the stairs drops a Harpoon RL, so you may want to fire up your Polarity Shield and make a dash for it. Don't be careless; the men on the ground have Harpoons, too. Retrieve them when you hit the platform, since the armored commandos at the other end of the platform are packing deadly Predator MGs.

5 Before you take the next zip line, grab the remaining Harpoons, return to the tower, and fire a few rockets at the specks on the lower platform. It's impossible to be accurate at such range, but you'll catch a few with the splash damage. Then grab an AR4 and zip over. If you managed to score a few hits with the rockets, it should be a simple matter to pick off the others from the tower. You aren't done quite yet, though; retrieve the Harpoons and aim for the sky, where two mini-aircraft will appear.

NEW MAP LOCATION
- CRAB KEY -
AREA 6

6 You won't see any enemies immediately when you zip down to the final tower, but they're coming. Grab the AR4, go down a floor, and be ready to hit them when they appear. The round tanks against the buildings are the cobalt silos, so plant your bomb at the red square, then turn toward the vault doors on the mountain.

B5

B6

B5

B6

OBJECTIVE B: PLANT EXPLOSIVES ON COBALT SILOS

C OBJECTIVE: GO TO MAIN GATE

1. Enemies will pour forth from the vault doors on the mountain; they're led by a supersoldier named Snell. Take cover behind one of the scattered concrete barriers, and pop up only very briefly to fling foes with your Induction Field. When it's down to you and Snell, you'll have to use a Tesla EM or sustained fire from a heavy weapon like a Predator MG to take him out.

C1

2. Half the guards in the empty tunnel that follows are packing Harpoon RLs, so fight them from a distance and prepare to run when you see the rocket trails.

C2

NEW MAP LOCATION
- CRAB KEY -
AREA 7

3. The tunnel leads to a massive installation, and it's difficult to tell where the bullets are coming from. The AR4's scope makes it the best weapon, but ammo is scarce, so tap the trigger instead of holding it down. As long as you have an AR4, you can step onto the bridge to lure enemies out, then run back to where you started and snipe them from a distance. Nearly all of the enemies come from the door to the right, so keep your attention focused in that direction.

C3

4. From a position by that door, find cover and prepare to deal with the enemies who fire from across the bridge. If any try to rush you, hack the button by the bridge to send them plummeting to their deaths—arguably, an unsportsman-like technique for felling your foes, but there's a reason you're not playing as Bond in this game! You can pull the same trick at the next bridge, where you'll need to crouch behind the railing to find cover from the enemies near your destination.

C4

5 As you continue on your horseshoe-shaped path through the installation, you'll encounter a disturbing number of Harpoon RLs. They're a serious threat that will force you to strafe constantly, but you'll be grateful to have them when the pair of mini-aircraft strike on the final stretch of catwalk. Bring them down, and use the remaining rockets to soften up the foes on the blue concrete platform, where you'll finally find the Main Gate.

6 A Predator MG-wielding supersoldier named Morrow will meet you in the Main Gate area, so bring a powerful weapon to eliminate him quickly. Then grab a Harpoon RL from one of the pedestals near the tanks (it will respawn immediately), and use it to destroy the tanks. As you approach the door, this part of the mission will end.

C5

C5

C6

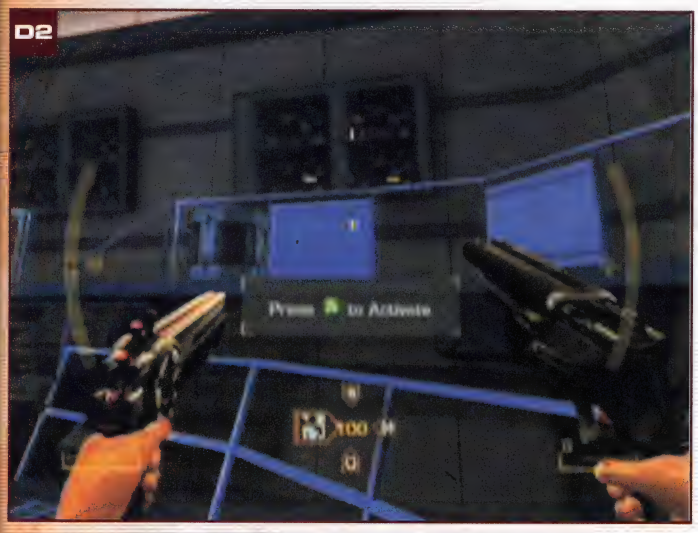
NEW MAP LOCATION
- CRAB KEY -
AREA 8

D OBJECTIVE: TAKE DOWN DR. NO'S SATELLITE

1 At the end of a long hallway, you'll find a circular room with very little good cover—not the most pleasant situation to find yourself in. Most of the enemies are wielding Mag-Rails, so cover isn't exactly an option. So go brutal on 'em—grab a Mamba 12g in the hallway and chase down the baddies before they can get a bead on you. A Mag-Rail isn't much to use to them if they've got a mouthful of buckshot.

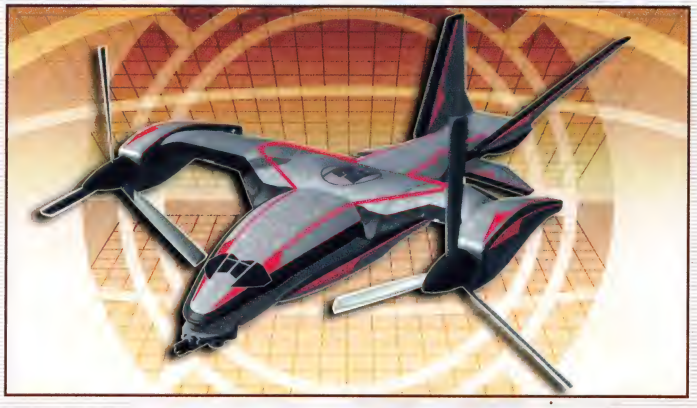
D1

❷ Hitting a button on the right terminal is all you need to do to bring down Dr. No's satellite. But surviving the experience won't be so easy; as soon as the satellite falls, Dr. No's men will come rushing in for revenge, led by a supersoldier named Fletcher. You're in a terrible position, so fire up your shield and run for it. Grenades, exploding barrels, and rapid weapons like the HS-90 will take care of Fletcher and his men.



E OBJECTIVE: FIND NUCLEAR REACTOR / DESTROY DR. NO'S AIRCRAFT

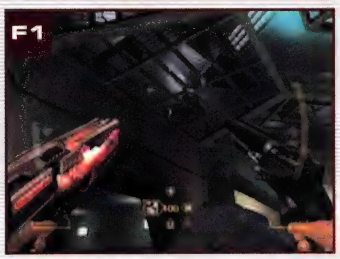
❶ Rearm yourself before you leave, as one of Fletcher's colleagues will strike in the very next hallway. There are more guards in the hallway beyond that, but ultimately, those men are merely a distraction; the greater threat is the full-size aircraft lurking behind the windows to your left. It will open fire with rockets while you're otherwise occupied. Steer clear of the windows while you fight the men, then use the weapons they leave behind (including a Predator MG and an Mk2 Detonator) to bring down the chopper.

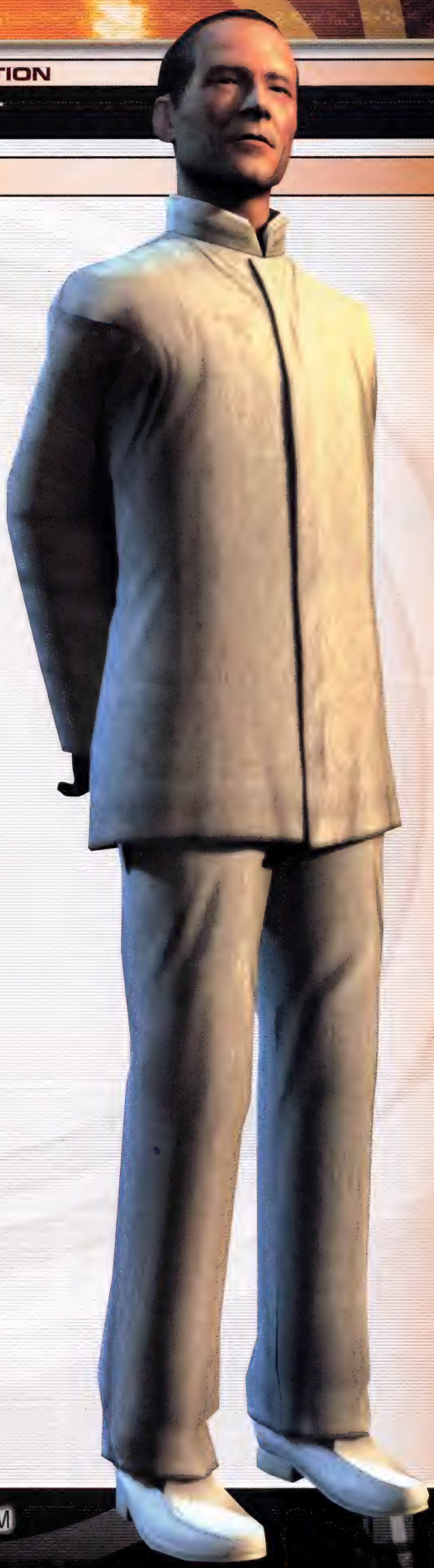


NEW MAP LOCATION
- CRAB KEY -
AREA 9

F OBJECTIVE: DEFEAT DR. NO

1. When the helicopter drops, the door in the middle of the hallway will open. Inside, you'll do battle with Dr. No himself. As you might imagine, this is a difficult fight. Dr. No is protected by an impenetrable shield, and the only way to eliminate it is to circle the room hacking each of the green computer screens in the room's central pillar. Heavily armed soldiers will rush in to stop you, and Dr. No will take cheap shots at you with his Mk2 Detonator and Tesla. Fortunately, you can even the odds a bit by dropping to the lower level of the room (through a ladder on one side of the reactor). From here you can easily hit the upper-level enemies by shooting through the bottom of the catwalk—particularly effective using Mag-Rails and Mk2 Detonators. When all of the terminals have been hacked, the lower floor is usually the best place to fight Dr. No, since he'll rarely be able to hit you and you can often get a better shot at him from below than you can up top, where he adeptly dodges your shots. When Dr. No is beaten, you can travel through the brown-lit corridor on the lower level to reach his personal aircraft, and use that to escape.



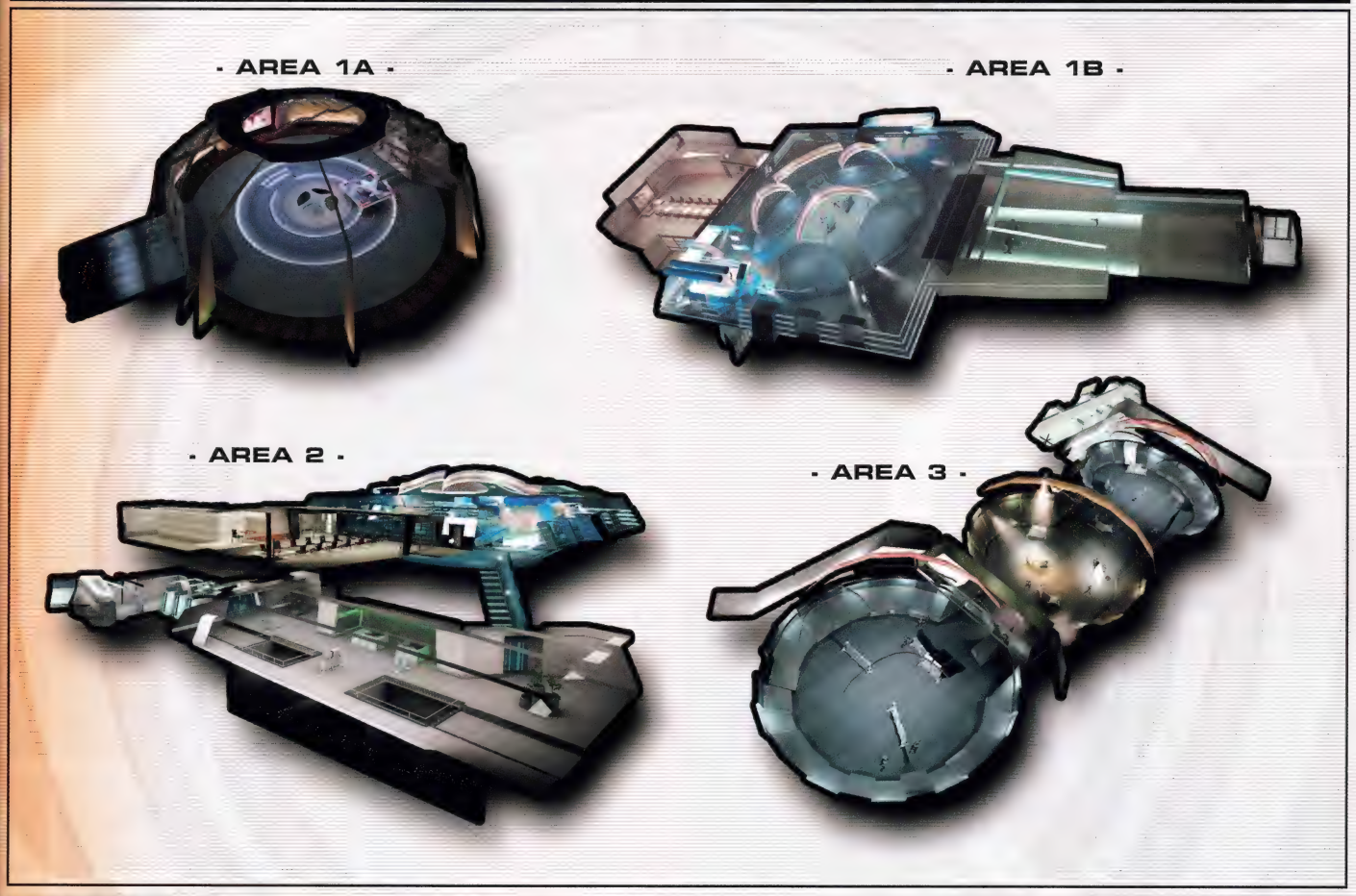


MISSION 08

VOLCANO LAIR

MISSION BRIEFING

GoldenEye arrives at the volcano lair in Dr No's aircraft, and signs of battle are everywhere. A broken message from Scaramanga reveals that prisoners held within the Lair prison have sworn allegiance to GoldenEye and, if freed, will fight for him against Goldfinger's traitors.



OBJECTIVES

Note: The critical location for each mission objective is marked by a corresponding letter on the map.

#	NAME	LOCATION
A	Reach Prison Complex	AREA 4
B	Hack Security Console	AREA 6
C	Clear Test Ranges	AREA 8B
D	Acquire Omen Virus	AREA 9
E	Reach Command Center	AREA 11
F	Clear Command Center	AREA 14
G	Defeat Goldfinger	AREA 15

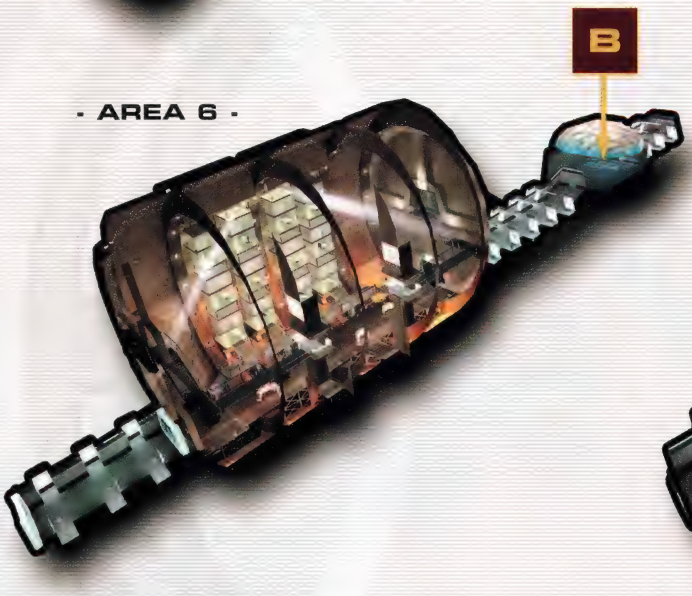
REWARDS

2 OCTOPI	Level Art Pack: Stills
3 OCTOPI	MP Map: Goldeneye's Retreat
4 OCTOPI	MP Skin: Lair Elite
5 OCTOPI	Level Art Pack II, MP Modifier: Turbo

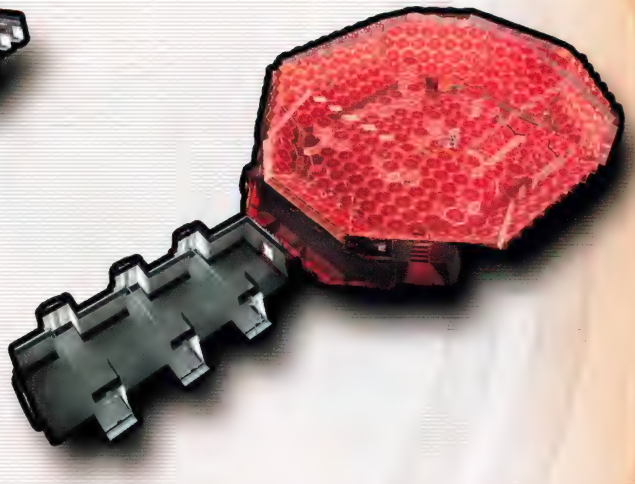
- AREA 4 -

- AREA 5 -

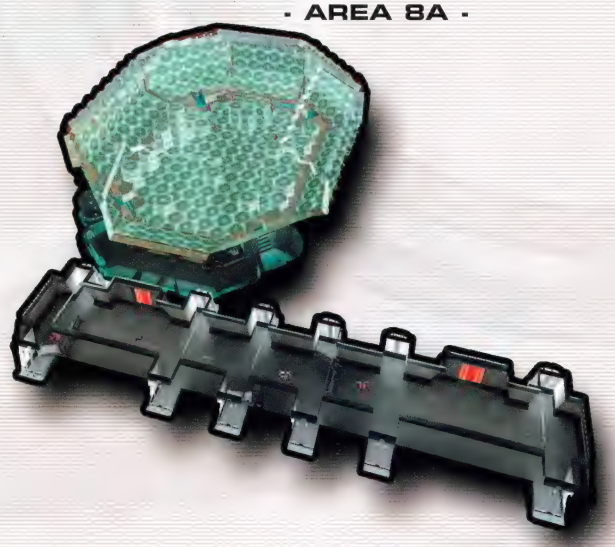
- AREA 6 -



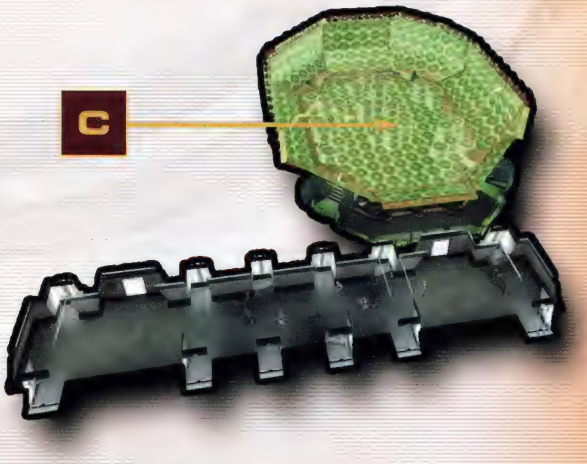
- AREA 7 -



- AREA 8A -



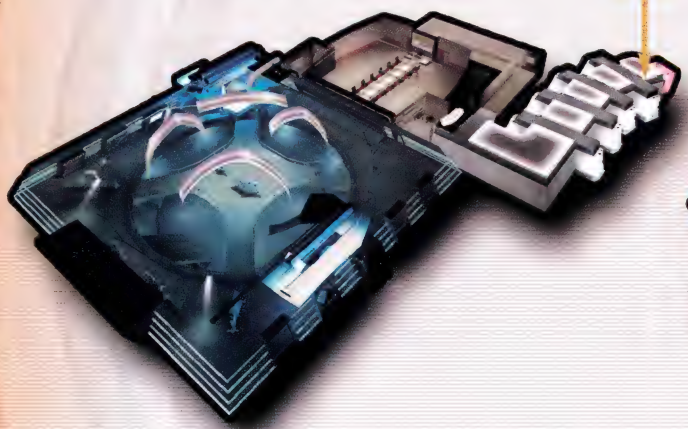
- AREA 8B -



- AREA 9 -

- AREA 10 -

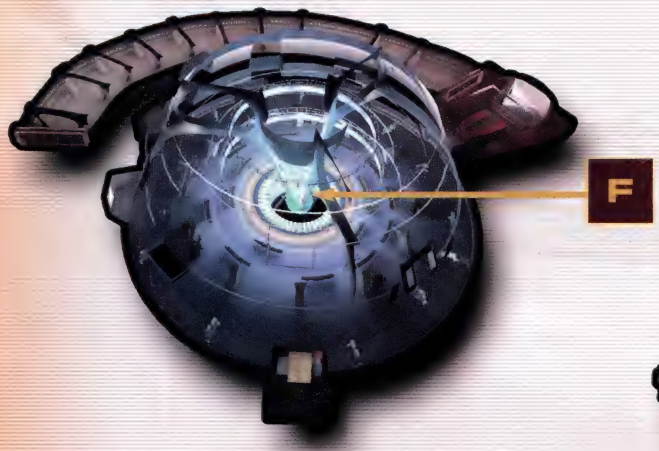
- AREA 11 -



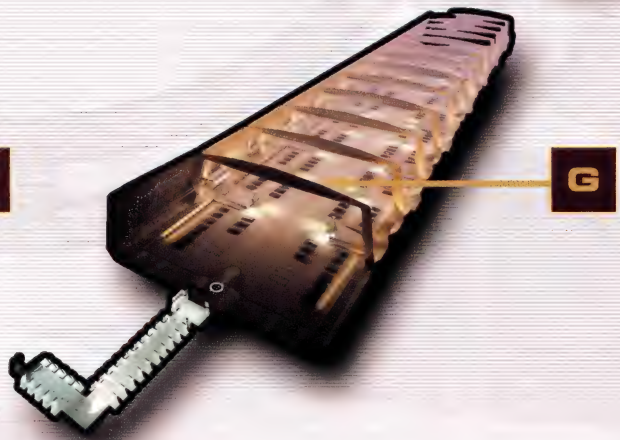
- AREA 12 -

- AREA 13 -

- AREA 14 -



- AREA 15 -

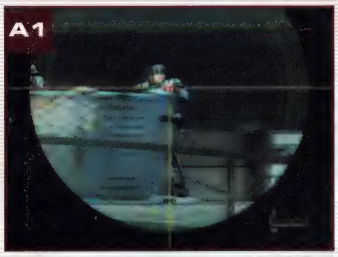


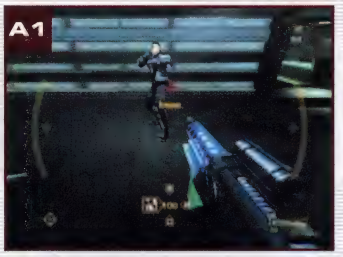
A OBJECTIVE: REACH PRISON COMPLEX

1. Take the elevator from your landing pad, and you'll find a special gift waiting at the top. Your own personal OMEN XR, a two-handed weapon that is so powerful it can dispense with most foes after only a single body shot. It even has a scope! The OMEN is fantastic, but it does have a few drawbacks. First, it can fire only three shots before a fairly lengthy reloading process is required. Second, its bullets fly fairly slowly, making it difficult to hit moving targets. There are times when you'll want to drop the OMEN in favor of a weapon that fires more quickly or can fire in long bursts, but the OMEN will be the best bet for much of this level. Besides, sometimes it is most definitely worth a little trouble to dispose of your enemies in style!

You'll notice the OMEN's strengths and weaknesses immediately. You can use its scope to eliminate the unnamed lair guard, but taking out the elite guard (Irons) from a distance is nearly impossible, both because he moves too quickly and because the OMEN is too slow to penetrate his shield from a distance. You'll need to rush in and fire a full three-shot OMEN load into him.

A1


A1


A1

NEW MAP LOCATION
- VOLCANO LAIR -
AREA 2

2. The exit here is a thin staircase on the lower level, guarded by two enemies (use the OMEN XR at the close range). In the hallway that follows, your OMEN will again prove fantastically strong. But there's a catch: one of the lair guards may be packing an OMEN of his own. While the OMEN is often at its best when you're rushing at foes, never rush an OMEN-wielding foe. OMEN rounds end your game with one hit, so you'll want some distance to dodge them.

A2

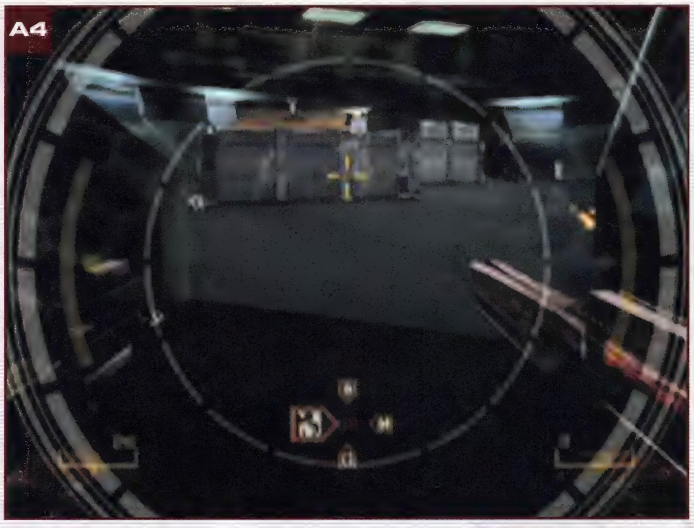
3. Another elite guard (Steele) guards the next area, and his cohorts are packing venom weapons that will set you up for a quick kill by Steele's Mag-Rail. You may want to grab some HS-90s before you enter the room, and use those to quickly eliminate the lesser guards from behind cover, then focus on strafing Steele.

A3

NEW MAP LOCATION
• VOLCANO LAIR • AREA 3

❹ There's plenty of cover in the next area, which will make it easy to dispense with the scattered guards, especially after you hack the mounted guns and turn them against their creators. As you proceed further into the room, you'll spot the telltale blue orbs of enemy OMEN weapons. Fortunately, there's no need to wade into the danger zone, since you should be able to find Mag-Rails and Mk2 Detonators among the barricades. With those, you can do battle from a safe distance.

A4


A4

NEW MAP LOCATION
• VOLCANO LAIR • AREA 4

B OBJECTIVE: HACK SECURITY CONSOLE

❶ As soon as you pass through the blue double door to the prison complex, turn slightly to the left and hack the console there to electrocute the half-dozen guards standing near the cells. With them out of the way, you should be able to eliminate most of the guards by sniping from behind barricades. In the middle of the right wall, you'll find a lift that will take you to the upper-level exit.

B1

B1

NEW MAP LOCATION
- VOLCANO LAIR -
AREA 5

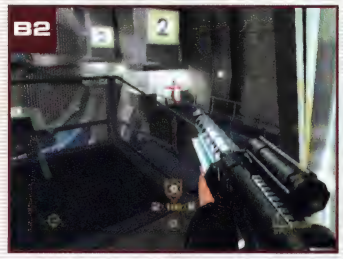
2 Tread very carefully as you enter the next prison complex from a second-floor catwalk, since a guard on the same catwalk is packing an OMEN. Fortunately, he isn't particularly alert, so you can take him unawares easily. A Venom-Throw combo or Mag-Rail shot will eliminate him without alerting the guards below, and you can then do some damage from the catwalk. As you fight, repeatedly Hack the terminal to electrify the gangway (it's right where it was before), since more guards move up that way. When you take the elevator down, finish the fight from the gangway, where you'll have cover from the railing but will be able to fire over the enemy's concrete barricades. The gangway is also the only way to get over the barricades and into the next room.

NEW MAP LOCATION
- VOLCANO LAIR -
AREA 6

3 There's one last prison area to contend with, and this one may have the hardest enemies yet. First activate the terminal to electrify the guards on the gangway, then strafe through the barricades, taking special care to dodge the OMEN rounds fired by at least two

enemies. Although they're deadly, they're easy to dodge, so if you're quick on your toes, you should be able to drop the normal guards without taking any serious damage. That should leave only the shielded elite guard, who you can take out with a series of OMEN shots or by using the Tesla EM dropped by a lesser guard.

4 There are only two enemies in the next area, but both are constantly on the move, firing Venom and OMEN rounds. Don't forget about your Magnetic Induction Field, which is certainly easier to aim at moving targets than your own OMEN XR. The terminal that will free the prisoners is in the unguarded room beyond, but your next objective is onward, not back with the freed criminals.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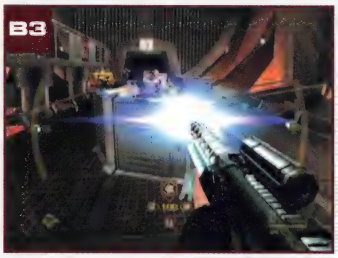
B2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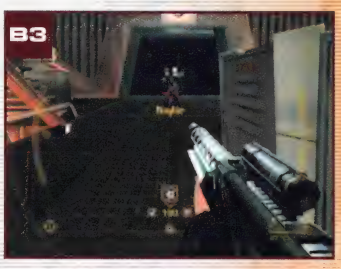

B3

B2

B4

NEW MAP LOCATION
- VOLCANO LAIR -
AREA 7

C OBJECTIVE: CLEAR TEST RANGES

1. Each of the three test ranges in this part of the complex pit you and two allies against a slightly larger group of foes in a virtual reality–like environment. Remember, this isn't a test of honor, so if you want to display your superior cunning, you can dispense with a great many of your enemies by using your Magnetic Induction Field through the control-room window! You can also avoid battle altogether by dodging shots as you run through the room and into the control room opposite the one where you entered. No one will follow, and from there you can enter the next area.

C1

C1

NEW MAP LOCATION
- VOLCANO LAIR -
AREA 8

2. The next hallway is noteworthy for the quality of the minor guards' weapons; it seems that it's nothing but Venoms, Mag-Rails, and OMEN XRs from this point on! Fortunately, there's plenty of cover, and you can always drop your gun and toss a grenade when your foes turtle up.

C2

3. After that hallways is another test range, where you'll face even stronger opposition. Then you'll fight through another enemy-strewn hallway, and then the hardest test range yet, where your allies will be massacred within seconds. But the Induction Field trick continues to work very well, and you can often score a Mag-Rail for more-cheesy tricks. Pick up a Tesla and a powerful companion weapon if you can—they'll be handy for what comes next.

C3

NEW MAP LOCATION
- VOLCANO LAIR -
AREA 9

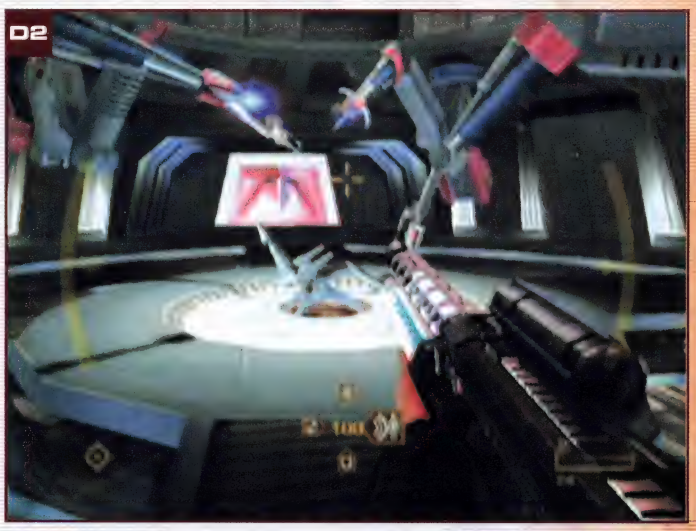
D OBJECTIVE: AQUIRE OMEN VIRUS

1. Two of the four heavily armed enemies in the large showroom are elite guards with heavy shields. This isn't exactly a walk in the park. A Tesla is ideal, but quick-footed agents who have mastered the tricky art of aiming the OMEN XR should be successful with that weapon, as well. Of course, it's a snap to ignore the guards and run straight for the exit, which is a small opening just to the right of the entrance. That only if you want to ignore them, of course. In any case, reinforcements emerge from the exit, and you'll have to cut through them on your way out, but it's an easier fight than the one in the showroom.

2. The exit door leads to the lower area of the room, where the terminal that you must access to download the virus is surrounded by mechanical arms. You can exit through the red door, unopposed. (Yes, just this once you're allowed to leave without shooting anyone.)

D1

D1


D2

NEW MAP LOCATION
- VOLCANO LAIR -
AREA 10

E OBJECTIVE: REACH COMMAND CENTER

1. You'll be met by a volley of Viper and Mag-Rail rounds when you enter the area after the long hallway. At least neither is a strictly lethal weapon, so this is a good place to hide behind a doorway or other cover, and fight back using traditional tactics. Pacifying the ground floor isn't easy, but it's only the beginning. This level has many tiers linked by ladders, and guards are scattered throughout. Keep moving so enemies on higher levels can't get a bead on you, and strafe side-to-side along the wide ramp to get within easy range of your targets. You may want to ditch your OMEN XR for a Mamba 12g and an Mk2 Detonator. The combination gives you excellent options for both short- and long-range combat, and is a deadly combo all by itself (knock 'em down with the Mamba, and finish them with the Mag-Rail).

E1

NEW MAP LOCATION
· VOLCANO LAIR ·
AREA 11

2 The elevator at the top will lead you back to the room where you started, but on the other side of the debris barricade. You still can't enter the boardroom, but you'll find an open door to your right. It leads to another elevator, which will take you to a small conference room that connects to the Command Center.

E2

NEW MAP LOCATION
· VOLCANO LAIR ·
AREA 12

F OBJECTIVE: CLEAR COMMAND CENTER

1 The Command Center is a large and heavily guarded area composed of three levels linked by secret tunnels. There's a blockade to your left, so you'll need to proceed to your right, exploiting the excellent cover as you battle an elite guard named Clay, and his battalion of well-armed grunts. Despite the name of this objective, you don't need to clear out this floor of the Command Center, but don't be surprised when Clay follows you into the conference room at the end of the loop!

F1

F2

F2

2 There doesn't appear to be any way out of the conference room, but if you climb to the stage and step onto the wooden shelving to the right, a large door will open. The scattered enemies in the hallway that follows are carrying a wide variety of arms, so you can grab your weapon of choice. The tunnel ends at another conference room, which connects to the Command Center's second floor.

NEW MAP LOCATION
- VOLCANO LAIR -
AREA 13

3. There are plenty of enemies in the second floor, but no elite guards, so you don't need to waste a hand on a Tesla. You'll even get some help from a few allies, who will keep your foes engaged while you run into the empty conference room at the end of the loop.

F3

NEW MAP LOCATION
- VOLCANO LAIR -
AREA 14

4. You'll need to clear the entire ground floor of the Command Center, a wide-open area that includes a legion of guards and no fewer than four elite guards (Decker, Burnett, Ives, and Cole). The last thing you want is for them to team up, which happens if you run through this area instead of holding your ground and dealing with them one at a time. Find a good defensive position near where you entered and eliminate the weaker guards. There are good weapons near the entrance (a Tesla to your right, a Shotgun near the entrance, and a Mag-Rail against a pillar to your left). The Tesla/Mag-Rail combo is great against elite guards, and you can fire with wild abandon; the weapons will respawn at their original location. Each guard drops body armor and a grenade when beaten, and when all four have been bested, the lock on the small white door will be disengaged.

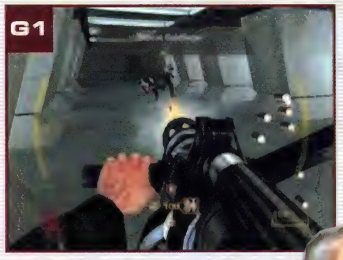
F4

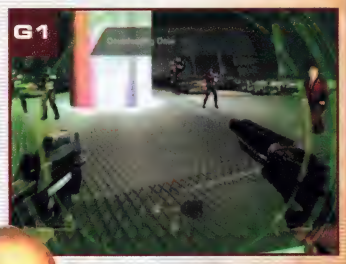
F4

NEW MAP LOCATION
- VOLCANO LAIR -
AREA 15

G OBJECTIVE: DEFEAT GOLDFINGER

1. Grab a good weapon combo (like Venom/Mag-Rail) from the Command Center, and use that to clear out the well-armed guards in the hallway that follows. At the end of the hall you'll have your final conversation with your boss, Goldfinger. You needn't worry about him or his men, as the confrontation will play out automatically.


G1


G1

MULTI-PLAYER

MULTIPLAYER GAMES AND MODES

There are many ways to play multiplayer GoldenEye: Rogue Agent. You can choose to play offline (in the same room as your buddies) with split-screen or system link. In split-screen you will not be able to access Team Showdown and Countdown modes. If you play online, you will open even more options; some levels feature larger areas, and the Temple map is available only online. No matter which way you choose to play, there are several game types to choose from. Below, we present each mode and its unique features.

SHOWDOWN

Showdown games are straightforward, with a preset win condition—time or kills. Showdowns are the quickest games to get into, as they need no preparation and can be played with a small number of people (two or more.) This is the quintessential free-for-all environment.

TEAM SHOWDOWN

Same as above, but with the ability to act as a team. You can set the minimum number of players, as well as toggle friendly fire on and off. Team Showdown offers another option for a quick game, but with a bit more structure than Showdown.

DOMINATION

A team-orientated game in which each side starts out with 200 points. The goal is simply to dominate the pads, thereby reducing the opposing side's point total to 0. This game type is more about controlling the possession of the pads than about eliminating your enemy.

COUNTDOWN

A variation on the standard "king of the hill" game type. In this version, you must put yourself in peril to start the countdown. You have to stand on a pad in the center of a deathtrap. Countdown is a very team-orientated game, as one person needs to stand on the pad while a teammate protects the switch that triggers the deathtrap. The first person to get the timer to zero wins.

TUG-O-WAR

The team-only Tug-o-War is one of the coolest games you can play. The goal is to press the switches to move the cart toward the goal. You must strike a balance between hitting new switches to progress the cart in your direction, and preventing your opponent from doing the same. Ideally, your team should be split up into an offensive group that hits new switches, and a defensive group that blocks the enemy from pushing their own switches. This is definitely one of those game modes where the lone gun approach will get you no where fast, so try not to get wrapped up in your own quest for glory!

OPTIONS

What would a multiplayer game be without options? Split-screen, link play, and online games all give you the ability to select advanced options once you pick your game type and map. On the Options screen, you can control such features as map rotation, rules, win conditions, individual weapons, and power-up setup, and toggle modifiers such as turbo speed, lethal strike, randomized weapons, deathtraps, rapid GoldenEye recharge, and even self-eliminations and friendly fire. There are countless ways to play each level, and you can customize your game any way you want.

Going online via Xbox Live opens even more options. In addition to those mentioned above, you will be able to create or join numerous types of games from a special screen. There are also some impressive options to monitor your stats, change your skin, and obtain account info.

GOLDENEYE POWERS

The GoldenEye powers are an integral part of any successful multiplayer game. This unique feature can completely change the play balance. The GoldenEye powers can offset many weapon and location advantages by disabling guns, letting you see through walls, etc. The powers add a whole new dimension of psychological gameplay because your opponent will probably not know what has happened until it is too late. Although a small, colored diamond will appear on a character to indicate what GoldenEye Power he is using, it can be hard to decipher in the heat of battle.

For example, if you charge or ambush a player when you're using the GoldenEye Magnetic Polarity Shield, your opponent may think he's set for an easy kill, but you'll be protected from most weapons. Similarly, you can charge an enemy and use the Hack power to trick them into thinking they have an easy shot, when in fact they will miss completely. Expert players will learn to rely on the GoldenEye powers as much as on any weapon. If you are accustomed to using GoldenEye powers in the single-player game, take note: there are some differences in their usage in multiplayer, and they do have energy requirements. See the individual descriptions on the following page for more detail.

GOLDENEYE MAGNETIC POLARITY SHIELD

DESCRIPTION

The Magnetic Polarity Shield will make you immune to damage from most weapons for a short time. However, it cannot protect you against the Golden Gun. Unlike in the single-player campaign, you are unable to toggle the shield on and off—once you active it, it will stay on until it is completely depleted. This will change your usage drastically, since you will be protected for only a short time and then you will have no other powers available. When you have the shield activated, you will do extra damage when you engage in a melee attack; the shield will discharge into your opponent. However, if both you and your foe have the shield, they will cancel each other out in a melee encounter, and both players will lose the power. Another important facet of the Magnetic Polarity Shield is its ability if to defend you against Detonator that may be attached to you. If you get hit by the Mk2 Detonator, use the shield to detonate the attached shell to avoid its explosive repercussions.

Power Used: All
Color: Yellow

GOLDENEYE HACK

DESCRIPTION

This has the ability to trigger deathtraps from a safe distance. It can be very effective if you hide and lure unsuspecting foes into your web. In multiplayer games, you can use this power to hack an opponent's weapon, essentially negating its accuracy for three seconds. In addition, you can use the Hack to break out of the stunning effect of the GoldenEye Magnetic Induction Field. This can be a lifesaver!

Power Used: 40
Color: Red

GOLDENEYE MAGNETIC INDUCTION FIELD

DESCRIPTION

In the interest of fair gameplay, you won't be able to use the magnetic field to toss your opponent around like in single-player games. However, you can use it to immobilize them. Be aware that players can break free of this paralysis by using the GoldenEye Magnetic Polarity Shield, so this is hardly a silver bullet in multiplayer games. Also, this abilty will take away 50 points of power from your opponent.

Power Used: 75
Color: Green

GOLDENEYE MRI VISION

DESCRIPTION

This is perhaps the one GoldenEye power that remains unchanged from the single-player campaign. Its usage is very straightforward, but it is often overlooked. Don't underestimate the ability to shoot through any number of wall or obstacles with the Mag-Rail. MRI Vision lets you pick off your targets without them even knowing where the shots came from.

Power Used: Variable
Color: Blue

MULTIPLAYER POWER-UPS

Due to the unique aspects and the competitive nature of multiplayer games, there are several exclusive power-ups. Learn to recognize and utilize them, because they can enhance your game greatly. Their usage is fairly apparent, but their significance can be appreciated only when you experience them. Luckily, the game provides a clear visual representation of what an opponent may have picked up. A powered-up player will be surrounded by several rings of color, as noted below.

POWER-UP ADRENALINE

DESCRIPTION

Player's movement speed increases 50% temporarily—doesn't affect turn speed.

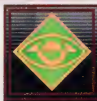
Color: Red

POWER-UP ARMOR

DESCRIPTION

+100% Armor (restores armor fully).

Color: None



POWER-UP EYE OVERCHARGE

DESCRIPTION

Increases the recharge rate 2X for a limited time.

Color: Yellow

POWER-UP LETHAL STRIKE

DESCRIPTION

All melee hits are instantly fatal, regardless of health/armor of target. Sends target flying as if hit with an explosive.

Color: Blue

POWER-UP REGENERATION

DESCRIPTION

Health regenerates at immediately at default speed without normal regeneration delay for duration of effect.

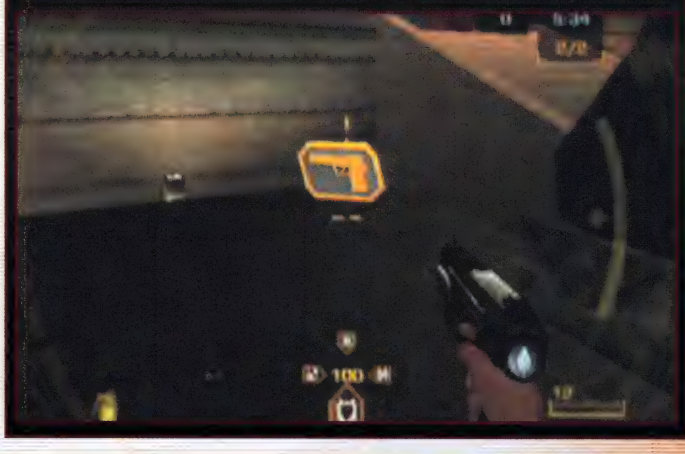
Color: Green

POWER-UP SPEED LOADER

DESCRIPTION

Reload animation speed halved for effect duration.

Color: Red



STRATEGY

There are numerous tactics and styles that make up the multiplayer gaming spectrum. While there are no set rules except those of conduct, there are concepts to keep in mind while you play. See the following page for some of the toe-to-toe essentials.

NO 1 IN TEAM

Everyone has heard this a million times, but it is the truth that you will have to abide by if you plan on successfully playing any team-oriented games. Each team will need to formulate a game plan and follow through. Like any other "sport," you probably default to having people on offense and defense. Someone must try to "score" while your teammate prevents the opposing team from doing the same. It is tempting to seek revenge after getting taken out, but the best teams are the ones that communicate well and stick to their game plan.

SNIPING

This is one of the key aspects of any multiplayer game, especially when you are defending an area. The goal of a sniper is to position himself in a relatively secure position with a good vantage point to control an area. Though the Longbow sniper rifle isn't not available in multiplayer games, the AR4 Commando and the OMEN XR both have scoping abilities that can do the job to pretty well.

AMBUSHING/ CAMPING

Anther popular tactic is to pick up the weapon of your choice and then camp out in your favorite spot for a quick ambush. The best locales for this type of maneuver are ones where you aren't generally exposed and you know there is a lot of traffic, such as around the respawn points of armor or powerful guns. Also look for any spot that has a tight corner, or a hard-to-reach area where you can fire before a foe can detect you. This is not an aggressive or exciting role to take, but by cutting off the enemy reserves, you can greatly reduce their effectiveness.

MELEE

Melee combat may seem like craziness when there are so many weapons around, but it is actually a very effective and extremely satisfying tactic. There are several key factors that make a melee viable: melee hits aren't affected by armor, the Adrenaline power-up can help you close ground very quickly, you can use the Lethal Strike power-up to drop someone in one hit, and using the GoldenEye Magnetic Polarity Shield will allow you to advance and even discharge the shield into your opponent. After a few hits, you can throw an opponent to finish him, or simply keep pounding him down.

USING POWERS AND POWER-UPS

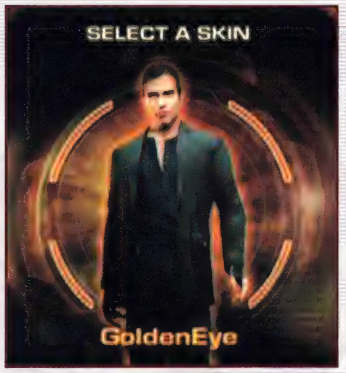
As mentioned previously, the GoldenEye powers and multiplayer power-ups will greatly impact the game. They can be as useful as any weapon. The key to using them to their full potential is to combine their abilities. For example, using Adrenaline will give you the speed to quickly move in and use the EM Hack or Magnetic Induction Field, as well as make it easier to carry big guns like the Harpoon RL.

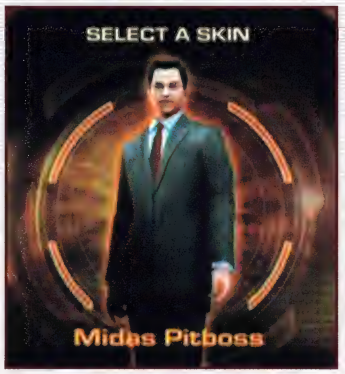
KNOW THE MAP

Experience is the greatest teacher, and when you know the level, you will know where to hide or set up an ambush, and you'll know the locations of important goodies. A popular style of play is to make loops for the power-ups and weapons of your choice as they respawn. Also learn the high-traffic areas and place Goblin Mines on the beaten path, or use them to booby-trap respawn points for key power-ups or weapons.

SKINS

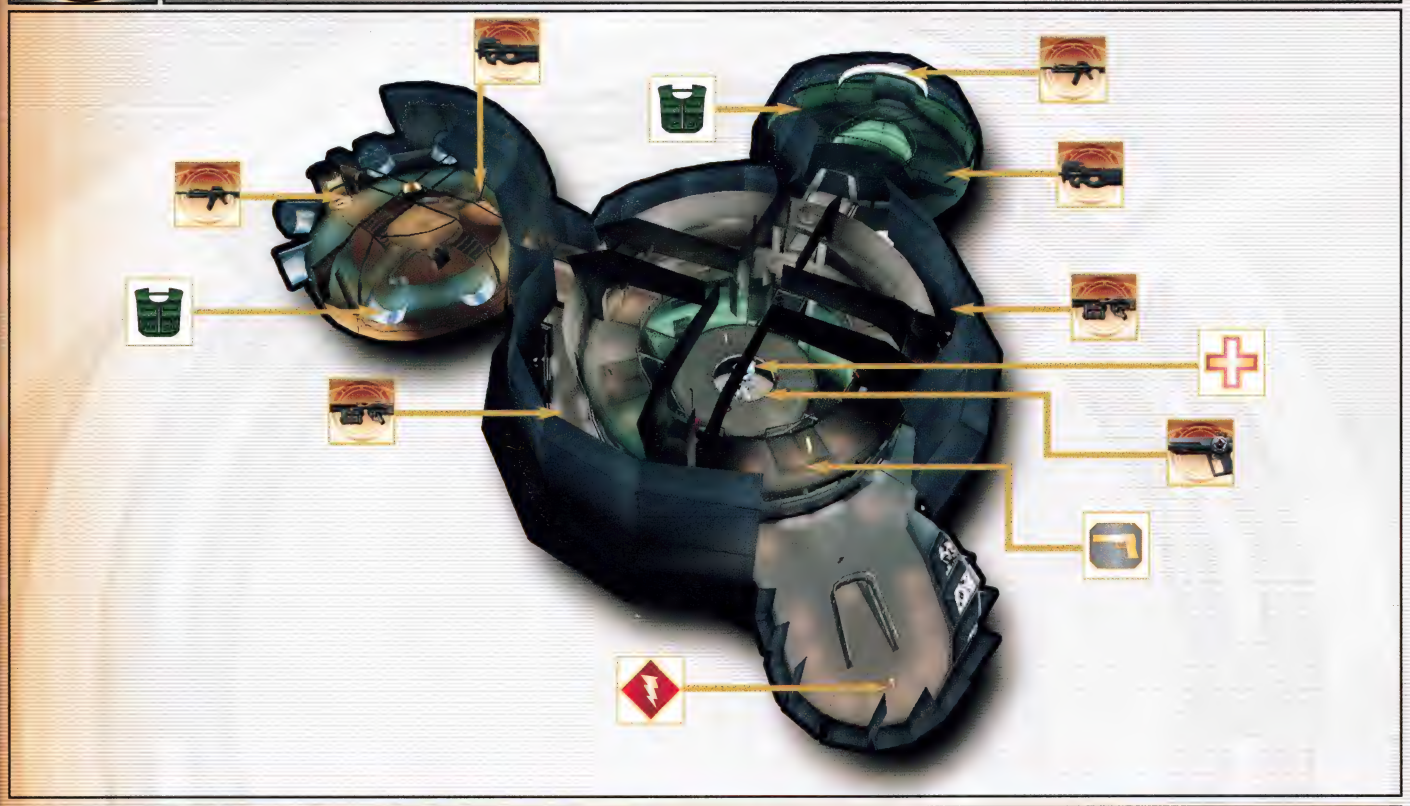
The following is a visual guide to all the skins that are available in multiplayer Rogue Agent. Note that some of them must be unlocked via the single-player campaign. Check the complete rewards chart at the end of the book for full details.





MP: ATLANTIS

OPTIMAL NUMBER OF PLAYERS: 4



TACTICAL ADVICE

Another circular level, with the added Tug-o-War game mode. The map consists of three levels. The middle layer has two rooms on opposite sides, which connect to the top level. Most of the combat, however, will take place in the open areas in the center if you plan on controlling the switches for a Tug-o-War game. A couple of deathtrap locations will drop the tank walkways and dump your enemies to sleep with the fishes. There is very little cover on this map, so be prepared for fast and furious gunplay. If the action is getting too hot, go to the outer rings to heal and reload your ammo supply.

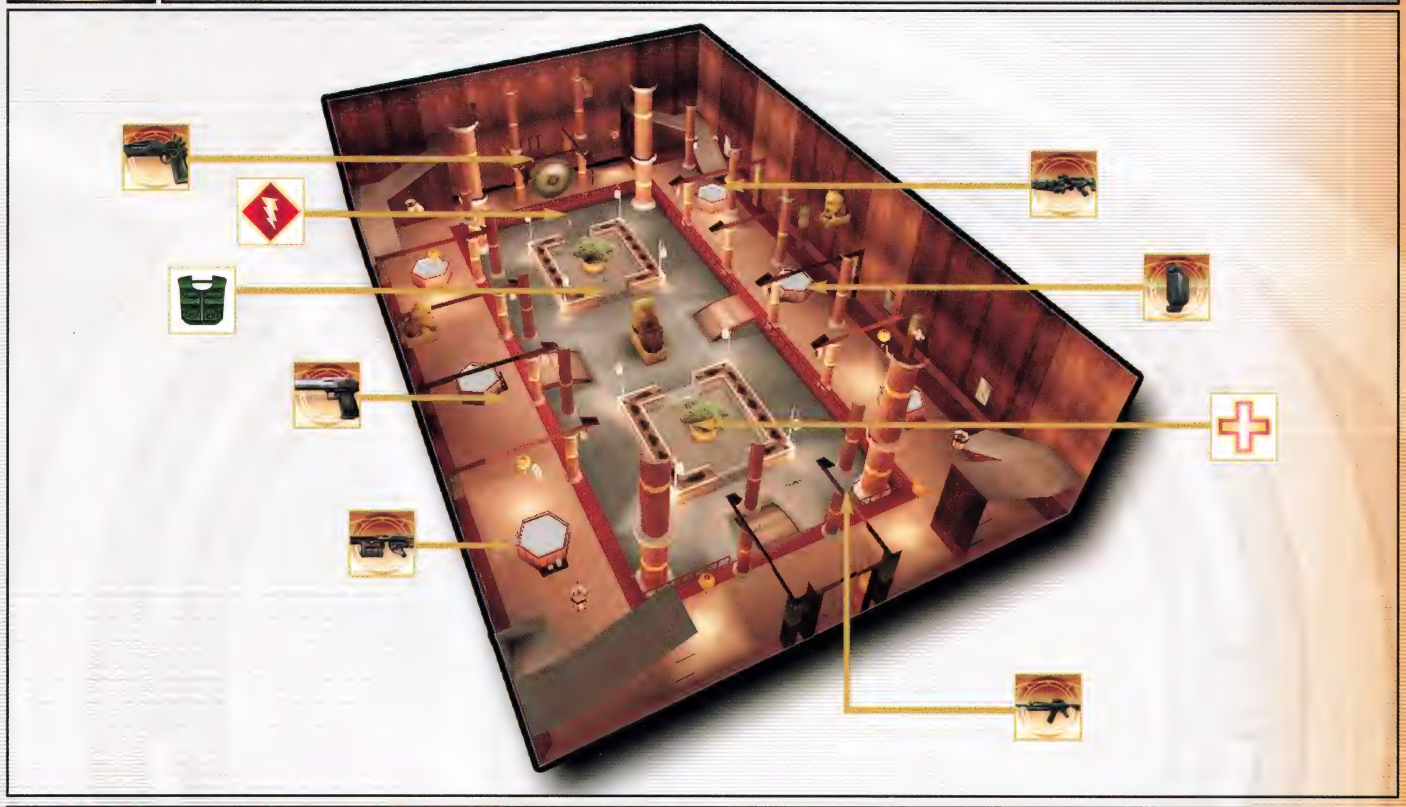
AVAILABLE MODES

SHOWDOWN	T. SHOWDOWN	DOMINATION	TUG-O-WAR	COUNTDOWN

UNLOCKED IN: AVAILABLE AT GAME START

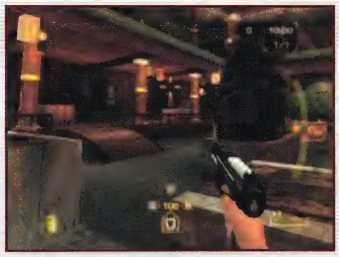
MP: BATH HOUSE

OPTIMAL NUMBER OF PLAYERS: 4



TACTICAL ADVICE

A big two-floor map that is has numerous multiplayer power-ups and an OMEN XR upstairs, while the Harpoon RL awaits you downstairs. The upper level provides a great vantage from which to fire on players below. Grab the Adrenaline and the Regeneration on top, then use your increased speed to spot your opponents below or engage them when on the same level. Then central are has a lot of obstacles, but they don't offer much cover from players on the second floor. Also, the outer perimeter of the first floor is separated by a rail, so you can't traverse the lower level. Stick to the outside walls until you spot your target. The closer you keep to the inside, the less of a target you will be for players on the levels opposite you.



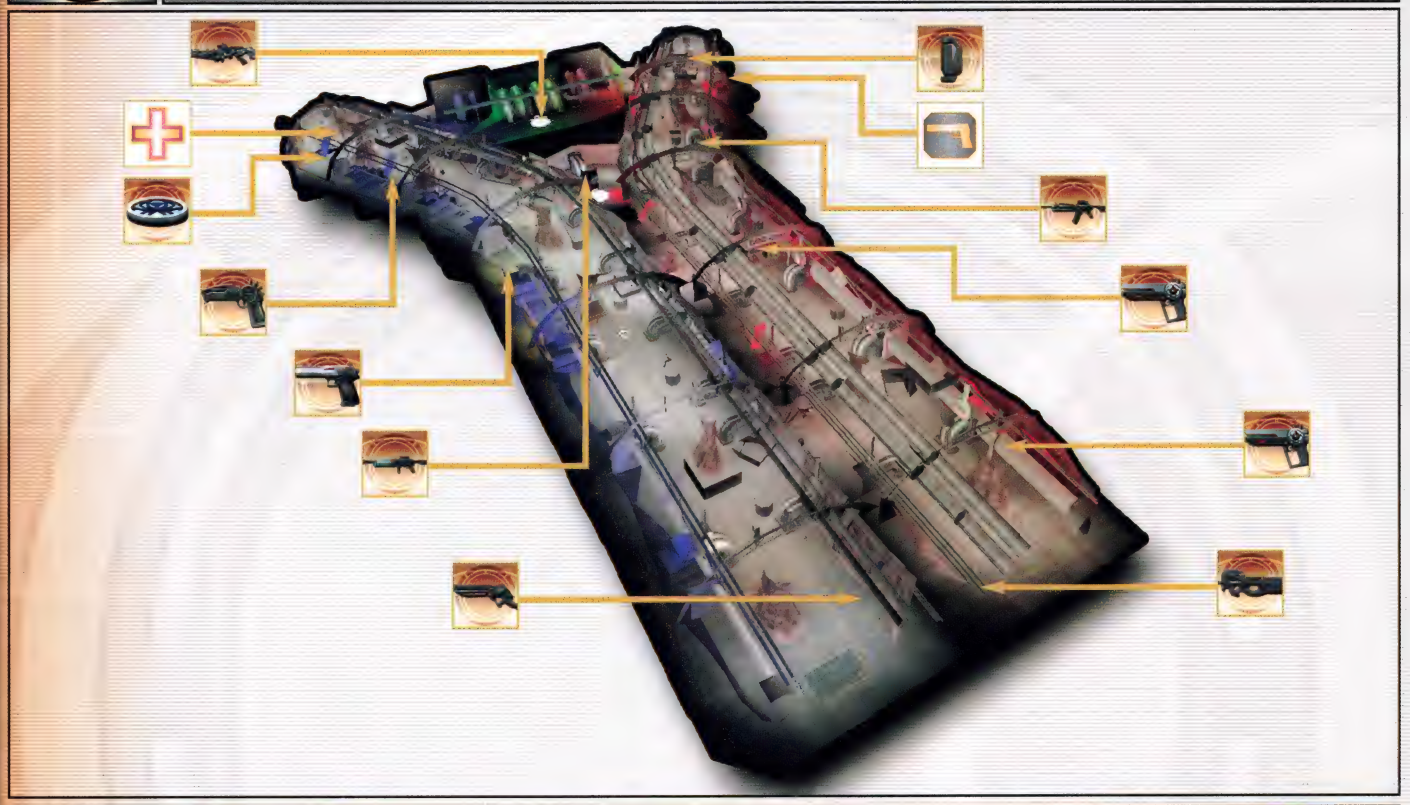
AVAILABLE MODES

SHOWDOWN | T. SHOWDOWN | DOMINATION | TUG-O-WAR | COUNTDOWN

UNLOCKED IN: MISSION 03 - HONG KONG

MP: BORE TUNNEL

OPTIMAL NUMBER OF PLAYERS: 8



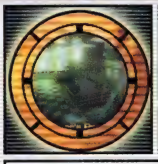
TACTICAL ADVICE

This map is essentially two long hallways with some pipes and natural support columns for protection. There is not a lot of room to maneuver, as the caverns are rather narrow. This smaller space makes it somewhat easy to control a segment of any corridor. Due to its simple structure, there are not a lot of power-ups, so you will need to resort or your sharpshooting and team coordination. Duck behind the pipes and use cover as much as possible to secure some great ambush spots. The connections between hallways are great spots to take command from because of their sharp corners. For example, the center area has a valuable pad, and an OMEN XR, as well. Make good use of the Mk 2 Detonator and Goblin Mines to booby-trap the connection tunnels or pads when playing Domination games.

AVAILABLE MODES

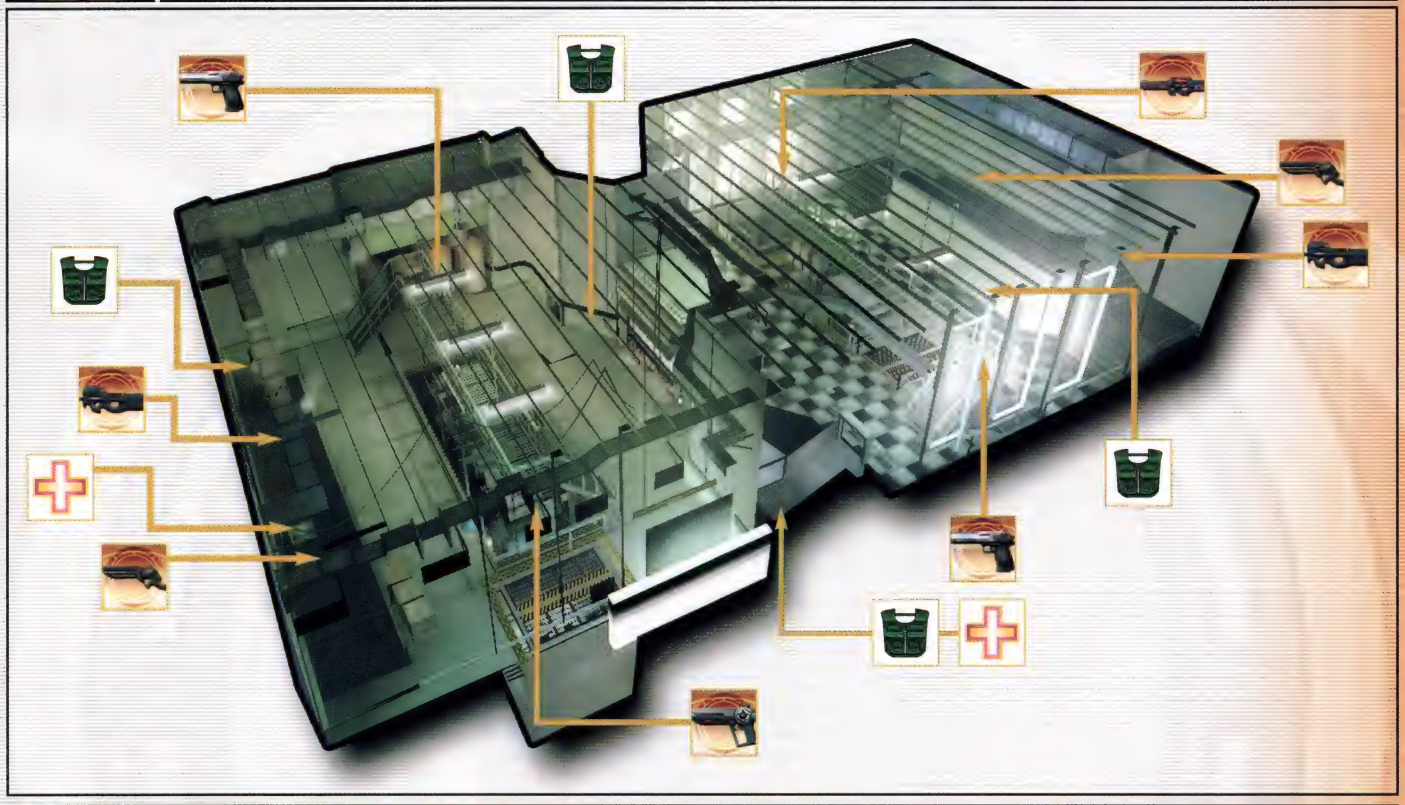
SHOWDOWN	T. SHOWDOWN	DOMINATION	TUG-O-WAR	COUNTDOWN

UNLOCKED IN: AVAILABLE AT GAME START



MP: CARVER'S PRESS

OPTIMAL NUMBER OF PLAYERS: 2



TACTICAL ADVICE

Weapons are rather scarce on this level, but deathtraps are plentiful. This area is a blast for small multiplayer games, especially if you are into deathtraps and creating your own booby traps. There are numerous switches that will stop the press, drop the floor in two spots, and overload the generator. Using your GoldenEye EM Hack, you can trigger many of these traps from key locations to catch your prey. One of the best guns to acquire is the Mk2 Detonator because there are a lot of narrow walkways and ventilation shafts that you can booby trap. This is one of the few maps to feature two ventilation shafts. One connects the two main rooms and contains an armor power-up. The other is a dead end that can be lethal if you get trapped. To entice players down this corridor, there is an Armor power-up and an Adrenaline power-up.

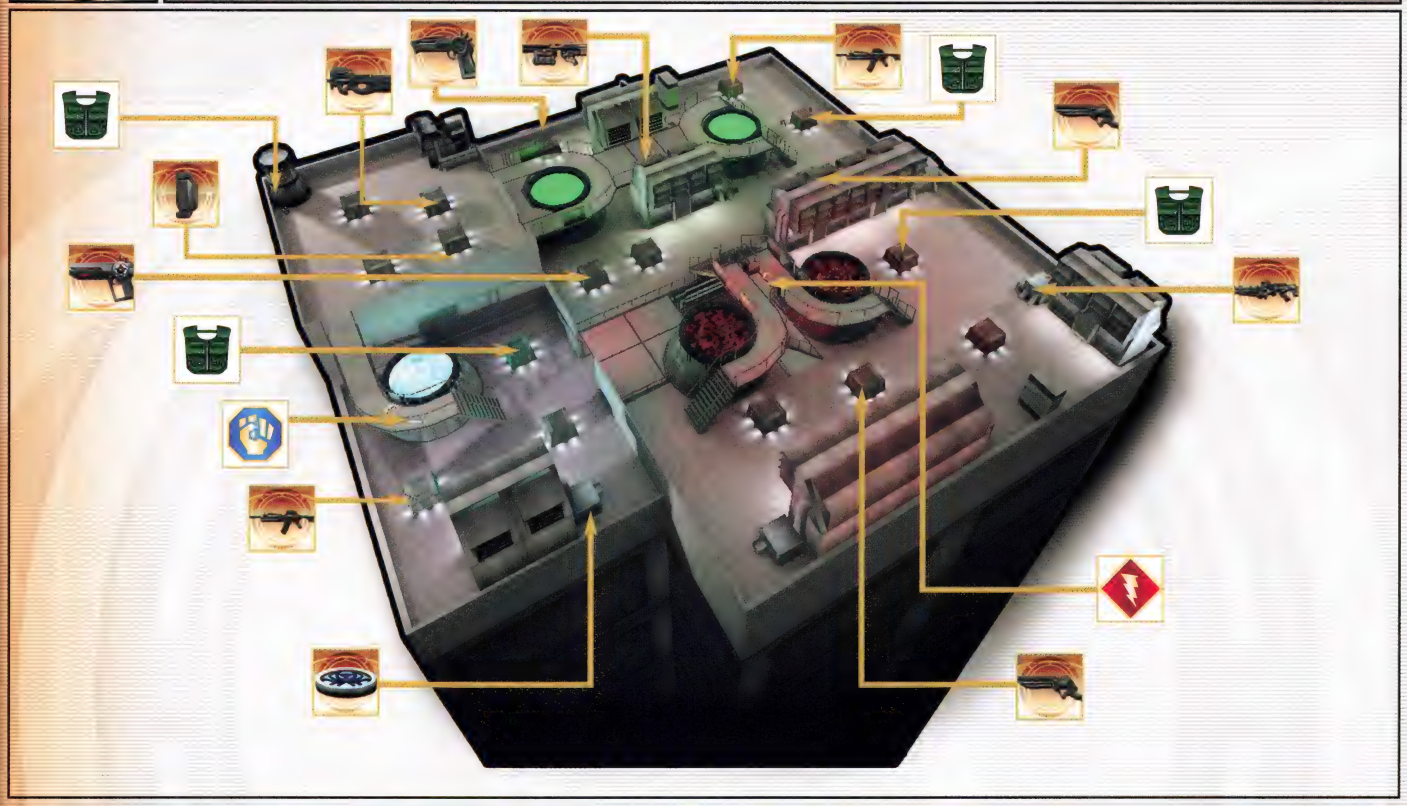
AVAILABLE MODES

SHOWDOWN | T. SHOWDOWN | DOMINATION | TUG-O-WAR | COUNTDOWN

UNLOCKED IN: MISSION 02 - AURIC ENTERPRISES

MP: CHEMICAL SHOWDOWN

OPTIMAL NUMBER OF PLAYERS: 4



TACTICAL ADVICE

This is a somewhat intricate level that has a lot of great hiding spots in which to camp or launch an ambush. There are two tiers to this map, and the giant chemical containers in the center provide great cover on the lower level. Also, there are numerous ramps connecting the two levels, so you have a lot of freedom to move around. There are no deathtraps on this map, but the green chemical bath can be the end of you if you stumble into it. In between these two green pools of toxic goo is the Harpoon RL. This will probably be a hot spot, since there is also armor in front of and behind the two pools in the adjacent areas. If you feel up for some melee combat, this is a great place. The sharp corners make for great spots to leap out at you enemies, and the Lethal Strike power-up will make sure that every hit counts.

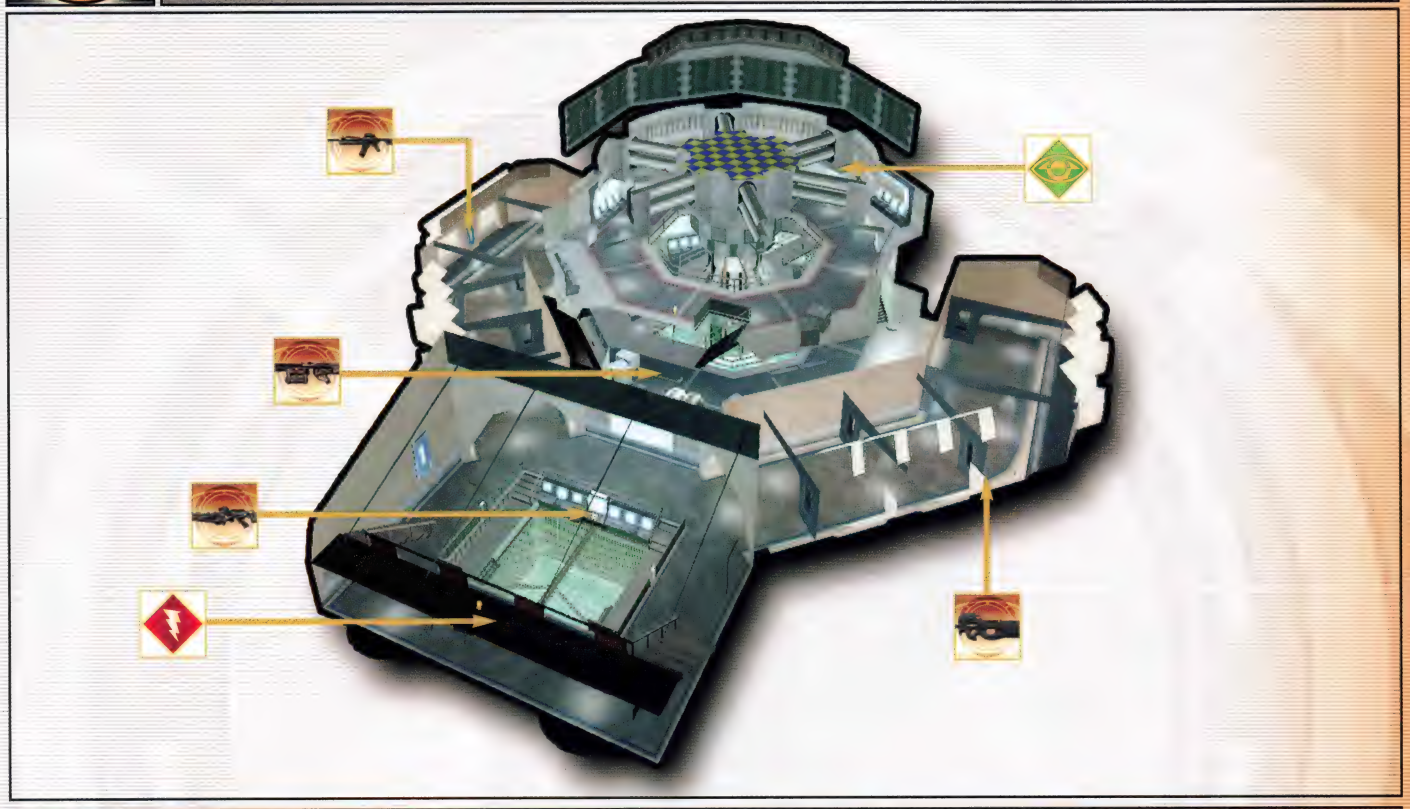
AVAILABLE MODES

SHOWDOWN | T. SHOWDOWN | DOMINATION | TUG-O-WAR | COUNTDOWN

UNLOCKED IN: AVAILABLE AT GAME START

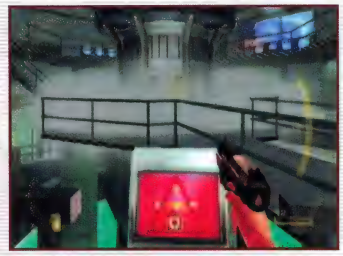
MP: DR. NO'S REACTOR

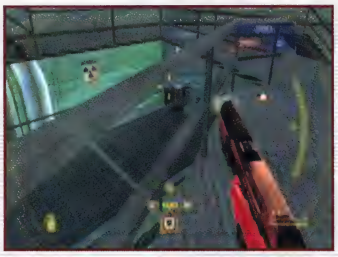
OPTIMAL NUMBER OF PLAYERS: 8



TACTICAL ADVICE

This is one of the largest doughnut-shaped levels. The reactor acts as the center, and there are essentially two inner and outer levels—one on the first level and the other on level three. The middle layer has a deathtrap the will vent steam in the center near the reactor. The top and bottom levels both have a good vantage point from which to hack the switch to keep players from getting to your level. Each of the main rings features an outer level that will expose you to players on the different tiers. The inside path is safer, but it also has several Armor power-ups and a large section with a deathtrap featuring a falling grate. There is a lot of area to cover, and these enclosed sections have large wall braces to conceal players. This is a larger areas and is best suited for games with a large number of people.





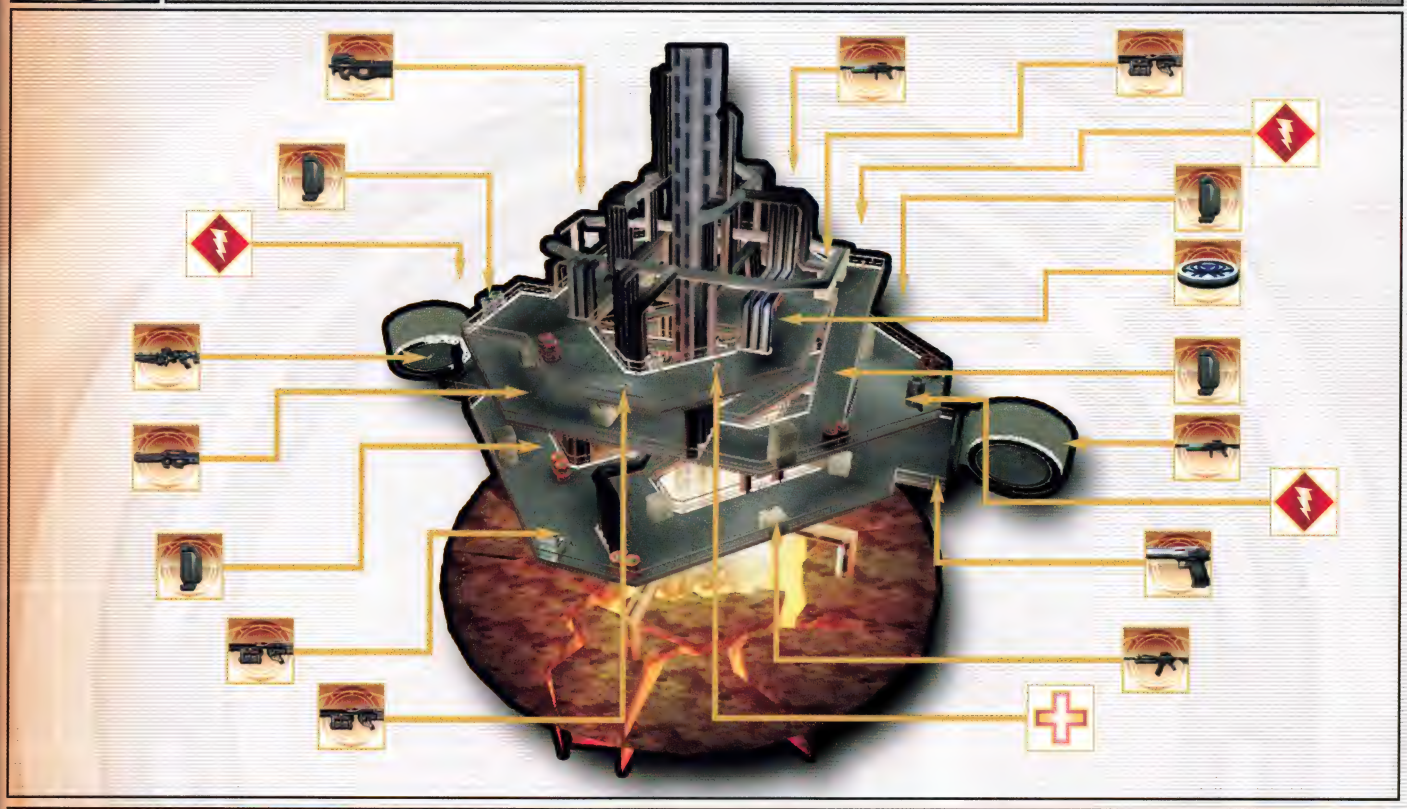
AVAILABLE MODES

SHOWDOWN	T. SHOWDOWN	DOMINATION	TUG-O-WAR	COUNTDOWN

UNLOCKED IN: MISSION 07 - DR. NO'S REACTOR

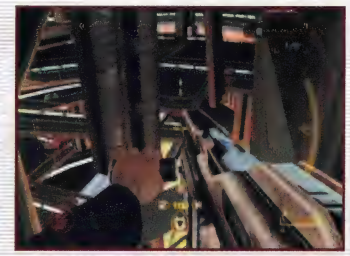
MP: FISSURE PLATFORM

OPTIMAL NUMBER OF PLAYERS: 8



TACTICAL ADVICE

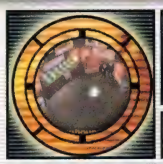
The good news is that one of the spawn points has an OMEN XR right in front of you. The focus of this map is the multiple levels, which means you can shoot or get shot from levels above and below you. To complicate matters further, there are tons of explosive barrels. If these barrels become a problem for you, shoot them yourself to eliminate them—they won't respawn. Stick to the outside edge of the rail to avoid giving away your position and becoming an easy target. Also, use the crates and pipes as cover since they are not destructible like the other obstacles and they won't explode on you. With eight players, it can be pretty tough to find a safe spot, so stick to the top or bottom floor to avoid receiving fire from all angles. Be sure to take advantage of the Goblin Mines on the top level to litter the catwalks below.



AVAILABLE MODES

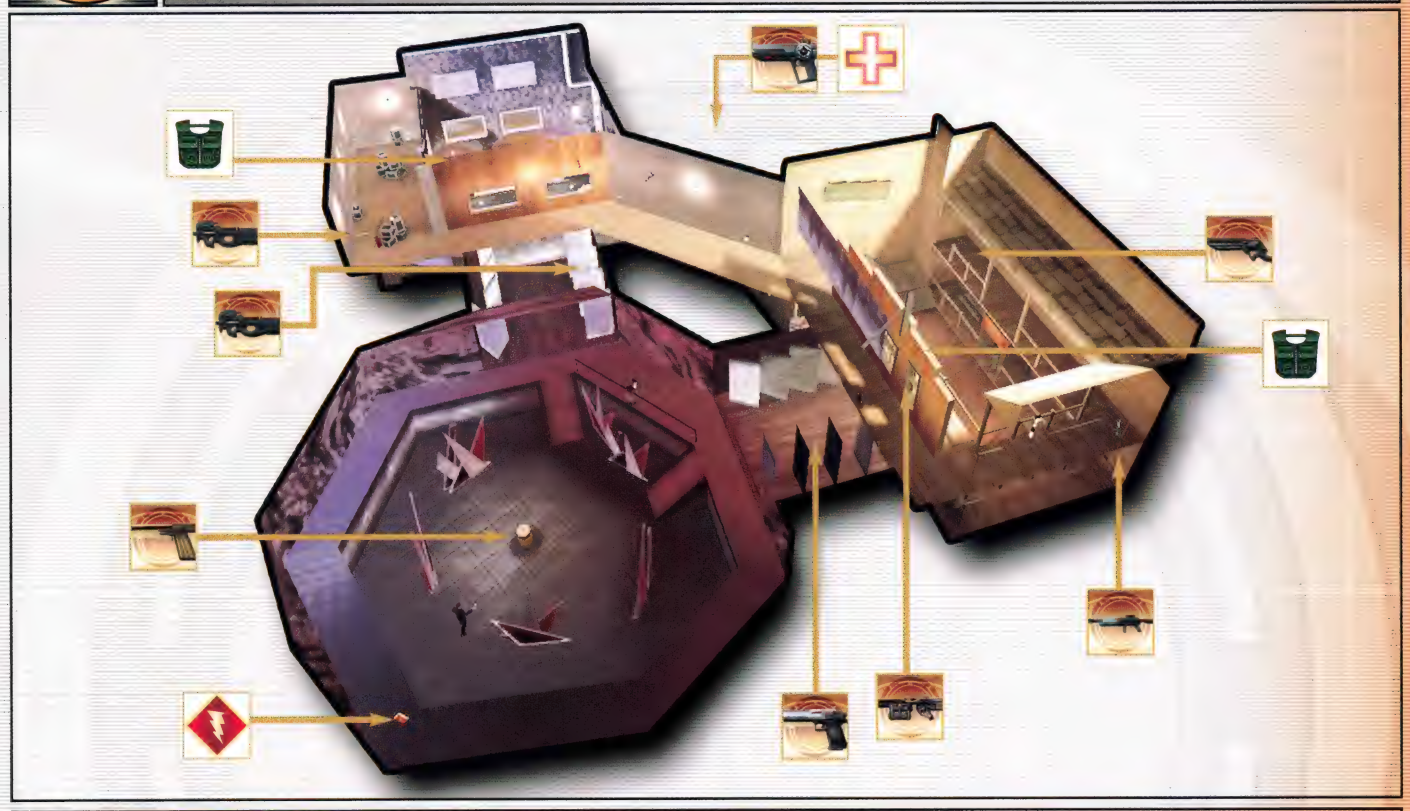
SHOWDOWN	T. SHOWDOWN	DOMINATION	TUG-O-WAR	COUNTDOWN

UNLOCKED IN: MISSION 06 - OCTOPUS



MP: FUNHOUSE

OPTIMAL NUMBER OF PLAYERS: 4



TACTICAL ADVICE

One of the most creative levels, which is inspired by the classic scene from *The Man with the Golden Gun*. This is the only level with the Golden Gun as a default weapon. This prized possession is, of course, in the middle of a spiked deathtrap. The best way to obtain the weapon is to walk around the outer ledge, grab the Adrenaline power-up, and dash through the center, grabbing the gun on your way out of the pit. Outside this area is a standee of Al Capone that you can trigger to fire the deathtrap from a switch. Directly above this area is an upper walkway that will also trigger the deathtrap, and it will give you a much better view of the surrounding area. This upper path will connect to the top of the map's second part. Be sure to grab the OMEN XR right next to the switch; you should be able to dominate that corner. If you don't want to go topside, you can wander through the connected abstract doorways that hide a Regeneration power-up.

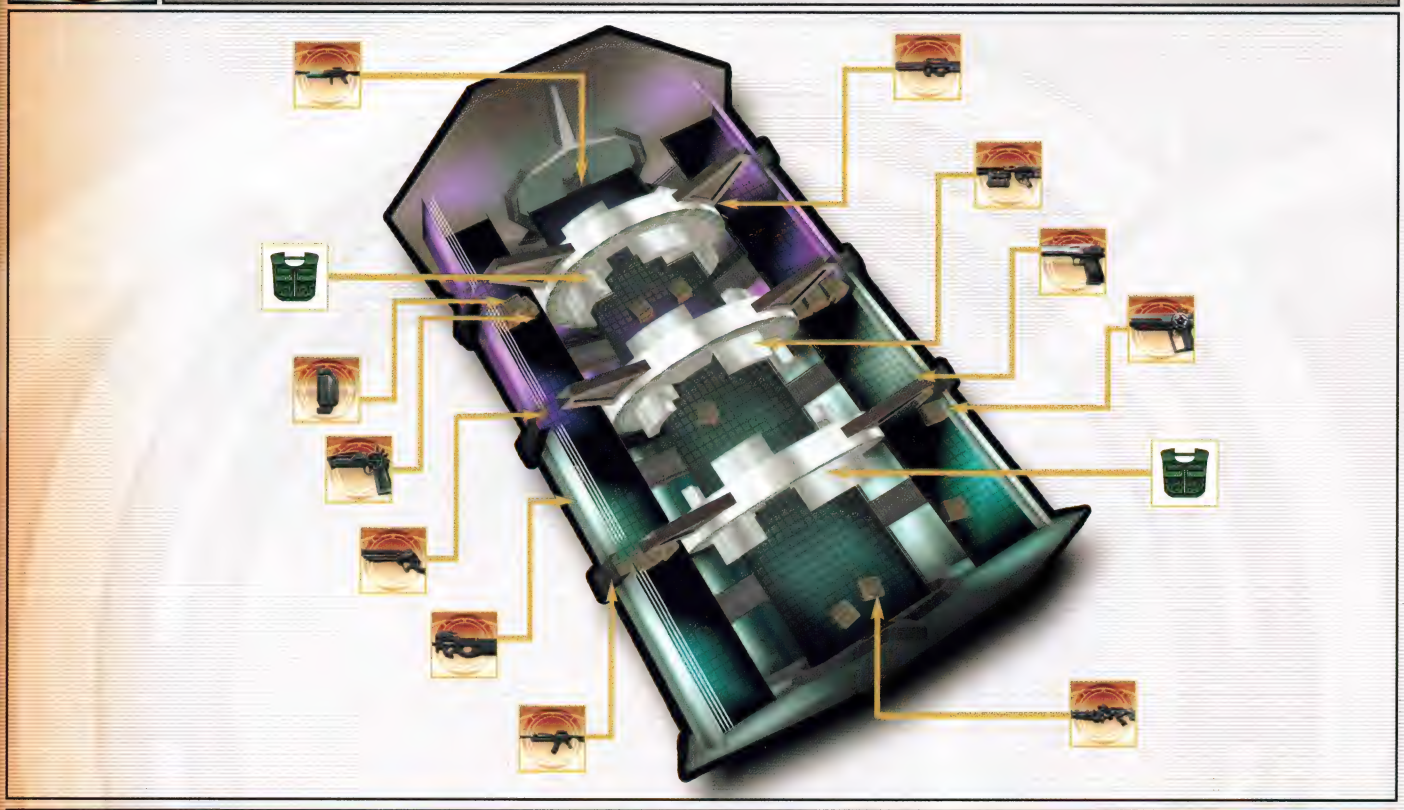
AVAILABLE MODES

SHOWDOWN | T. SHOWDOWN | DOMINATION | TUG-O-WAR | COUNTDOWN

UNLOCKED IN: AVAILABLE AT GAME START

MP: GEARS

OPTIMAL NUMBER OF PLAYERS: 4



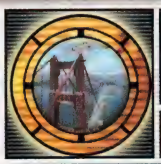
TACTICAL ADVICE

This is a rectangular room that has few weapons, but they're all very powerful. One of the key guns is the Mag-Rail. By now, you should be familiar with its ability to shoot through objects, and in these tight confines it becomes a very effective weapon. Also, the MRI Vision is a great means of acquiring targets, and very useful on this long level to keep track of enemy positions. The upper balconies provide some good cover through the use of the crates and the large gears. Note, however, that they are blocked off so you will not be able to run from one side all the way to the other. This is actually a good thing, because the blockage will completely protect that side (except from the Mag-Rail). Standing in the middle of the lower level is pretty much a death wish, so crouch by the crates or stick to the edges of the gears and railing to progress forward or back. Since this map is relatively tight, it is best to play this game with a small number of players.

AVAILABLE MODES

SHOWDOWN	T. SHOWDOWN	DOMINATION	TUG-O-WAR	COUNTDOWN

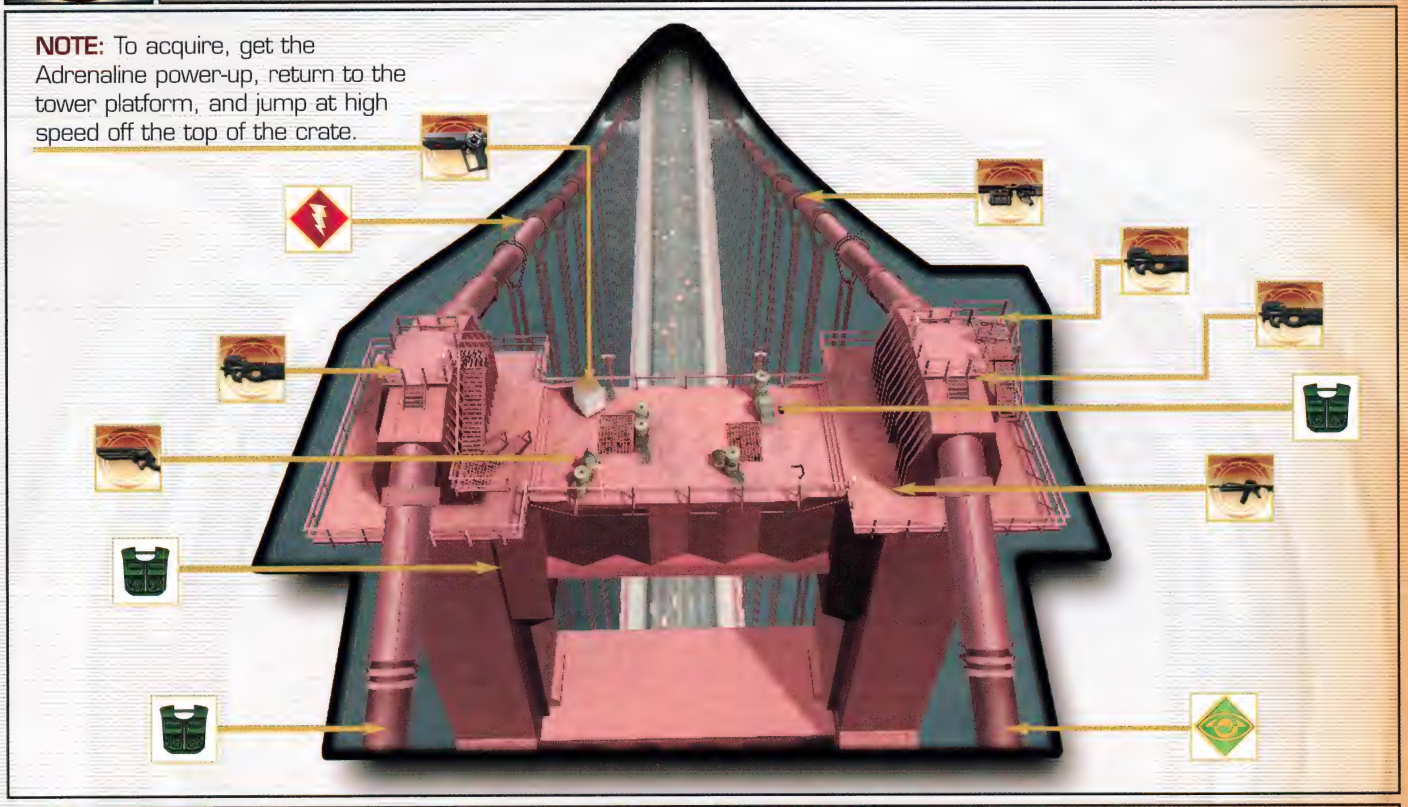
UNLOCKED IN: AVAILABLE AT GAME START



MP: GOLDEN GATE BRIDGE

OPTIMAL NUMBER OF PLAYERS: 2

NOTE: To acquire, get the Adrenaline power-up, return to the tower platform, and jump at high speed off the top of the crate.



TACTICAL ADVICE

Inspired by the classic Bond movie *A View to a Kill*. This map features a trapdoor deathtrap that will drop players into the traffic below from two different levels. The enclosed sections on either side of the map have a switch that will drop the floor on your level and the one above you. This can also be a clever way to get down to the lower level fast if you wait for the bottom one to close first. Also, each of the segments contains a valuable Armor power-up. In addition, there are two entrances/exits to these enclosed areas, so you won't get pinned down once you enter. The main tier is a small stretch of bridge with some explosive barrels and a few spools and crates to provide cover. However, the fun part is when you ascend the side structures, where you can activate the second death-trap—the blimp. The large white blimp will spray the enter area with gunfire. These upper areas provide an excellent vantage point for the entire outside map. Also, each one has a cable line that holds a power-up.

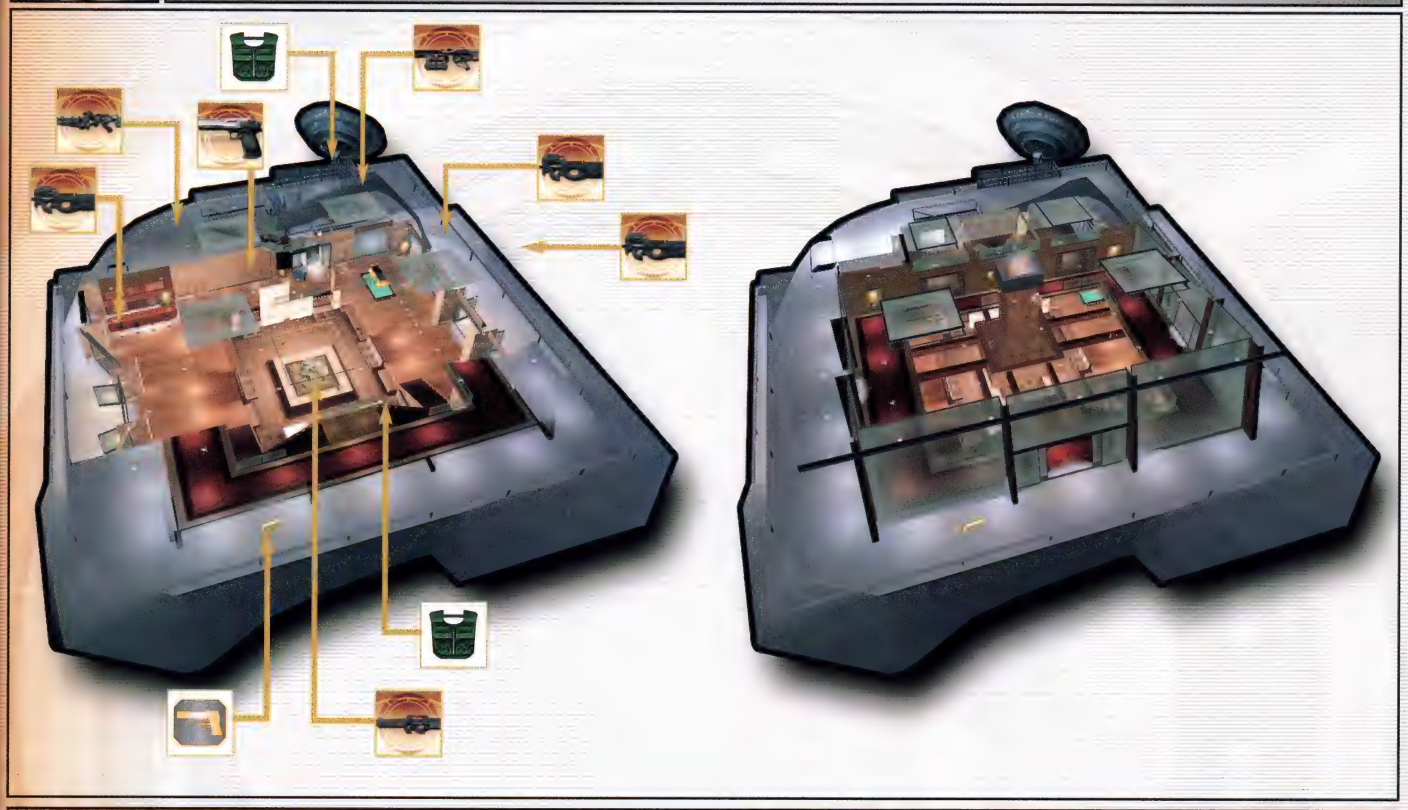
AVAILABLE MODES

SHOWDOWN	T. SHOWDOWN	DOMINATION	TUG-O-WAR	COUNTDOWN

UNLOCKED IN: AVAILABLE AT GAME START

MP: GOLDENEYE'S RETREAT

OPTIMAL NUMBER OF PLAYERS: 4



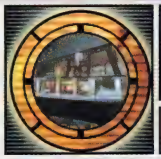
TACTICAL ADVICE

A snowy map that has tons of breakable windows. This means you can freely enter and exit almost any part of the upper level and take a walk out in the cold if the crossfire gets too hot. Circle around the outside of the chilly retreat to find a switch for a deathtrap that will enable turrets on the upper level. The lower floor also boasts a few outdoor overlooks, but they're not as complete as the upper level's. However, there is another deathtrap switch to overload the generator and fry any players trying to go for the armor and the Harpoon RL that are nestled at the bottom of a staircase. For those willing to walk the upper timbers of the second floor, there is a Mag-Rail on one side of the chimney. There is a deathtrap inside, behind the bar, that will cause the fire to explode. If you want to battle it out in an open place, go to the roof. Or better yet, use this area to snipe players beneath you.

AVAILABLE MODES

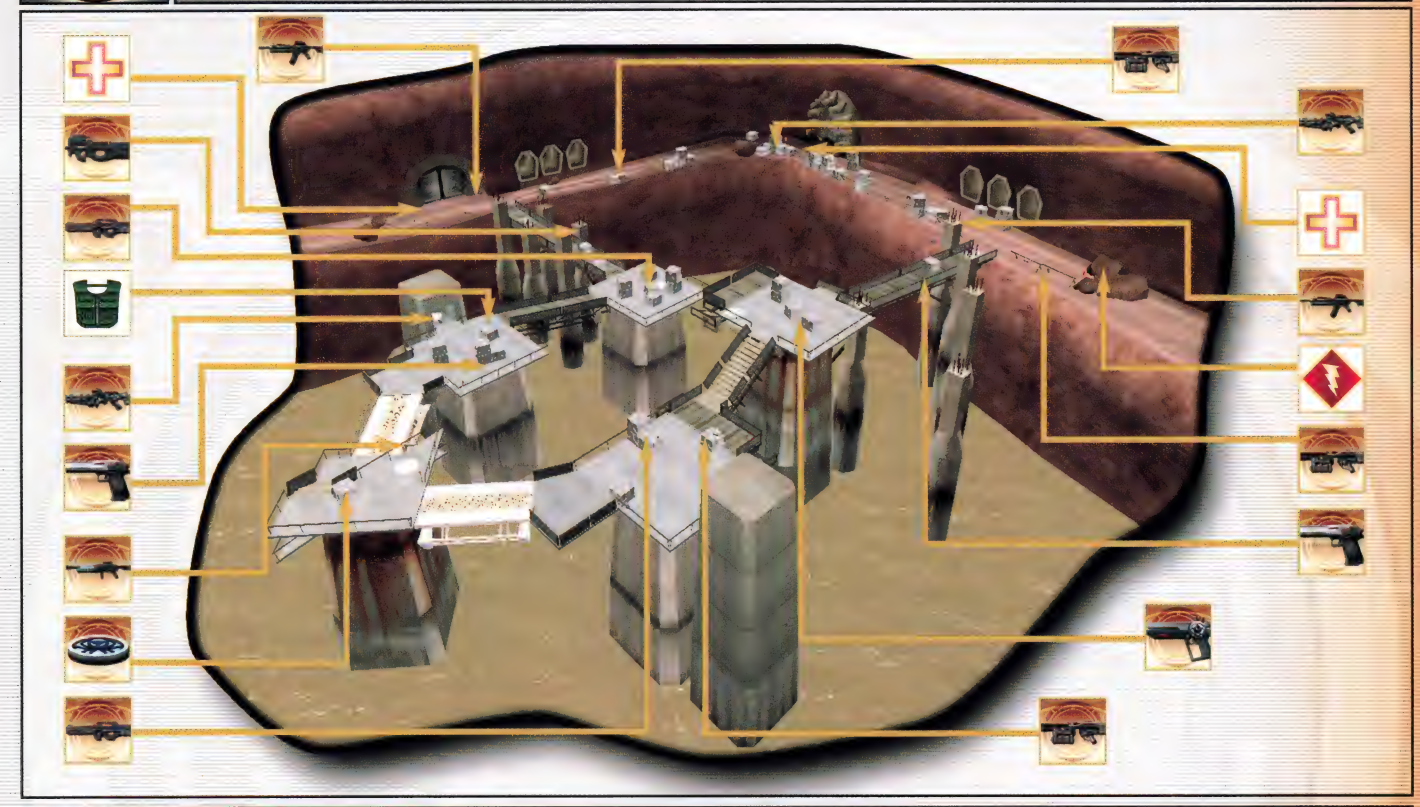
SHOWDOWN | T. SHOWDOWN | DOMINATION | TUG-O-WAR | COUNTDOWN

UNLOCKED IN: MISSION 08 - VOLCANO LAIR



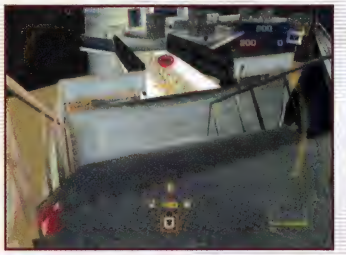
MP: MINING PIT

OPTIMAL NUMBER OF PLAYERS: 8



TACTICAL ADVICE

A sprawling level that is great for big team games of Domination or Showdown. The central area has a staircase that will lead you to the highest vantage point, which is great for sniping. This is a good place to scope out the competition and keep an eye on the action for most of the level. The openness of this map makes scoped weapons preferred, but any weapon can be deadly if you can achieve a headshot from a distance. Use the crates as cover whenever possible. There are two death-trap that will drop the catwalks out from under you enemy. This can be a good area in which to camp and use your GoldenEye EM Hack to trigger the switch from a distance.



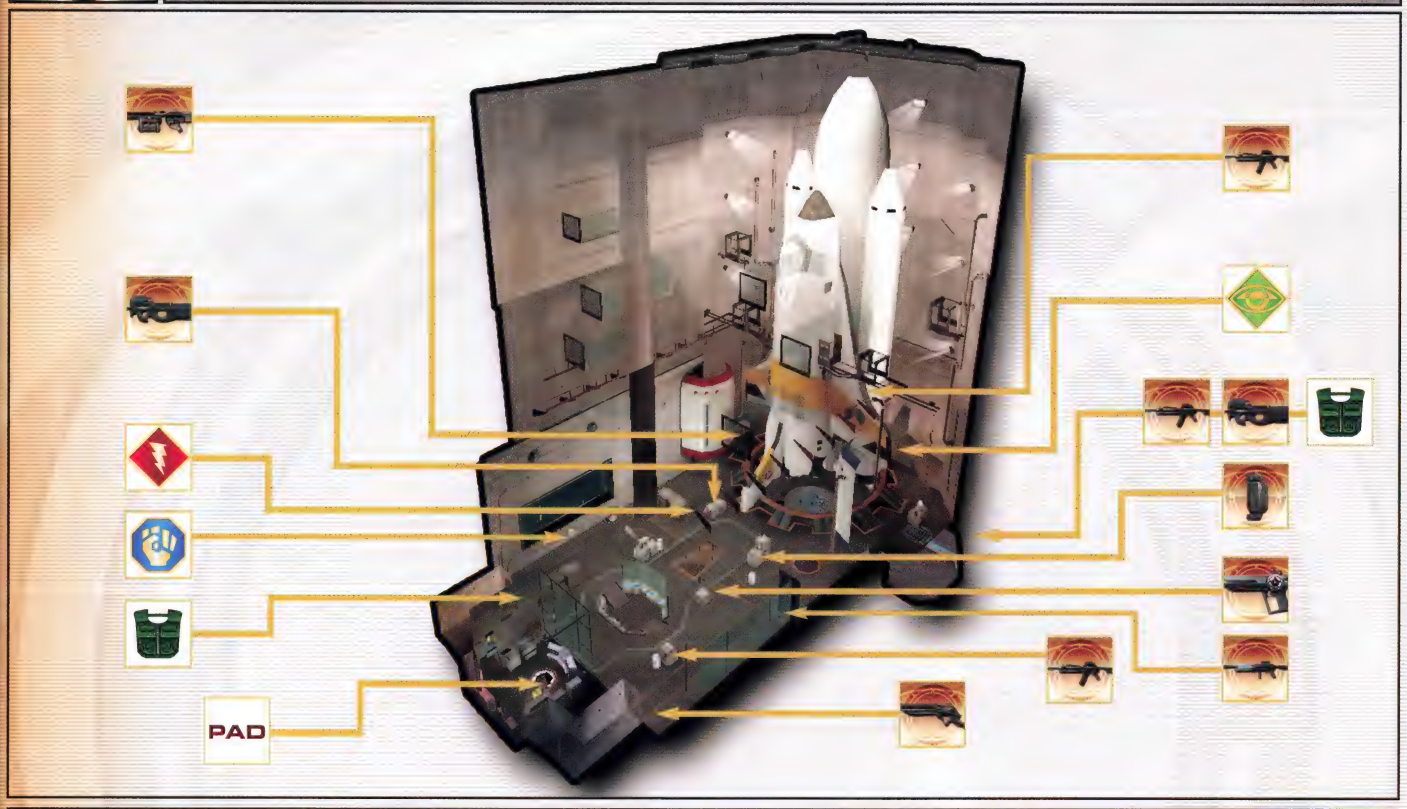
AVAILABLE MODES

SHOWDOWN	T. SHOWDOWN	DOMINATION	TUG-O-WAR	COUNTDOWN

UNLOCKED IN: AVAILABLE AT GAME START

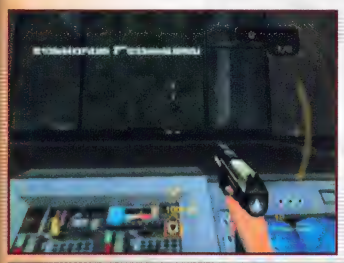
MP: MOONRAKER FUEL

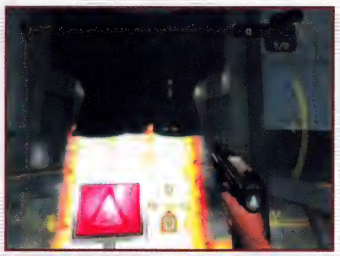
OPTIMAL NUMBER OF PLAYERS: 8



TACTICAL ADVICE

This level is based on the classic Moonraker film, and it has some pretty detailed reproductions. The map has relatively few weapons for its size. You will be relying on you multiplayer power-ups and GoldenEye powers to take care of your opponents. Plus, there are two awesome deathtraps to dispatch enemies. One of them is the rocket engines, where characters respawn, and the other is the exhaust chamber you use for Countdown mode. Remember that you can use the GoldenEye EM Hack to activate the traps from a safe distance.

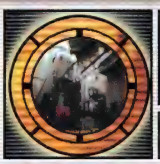




AVAILABLE MODES

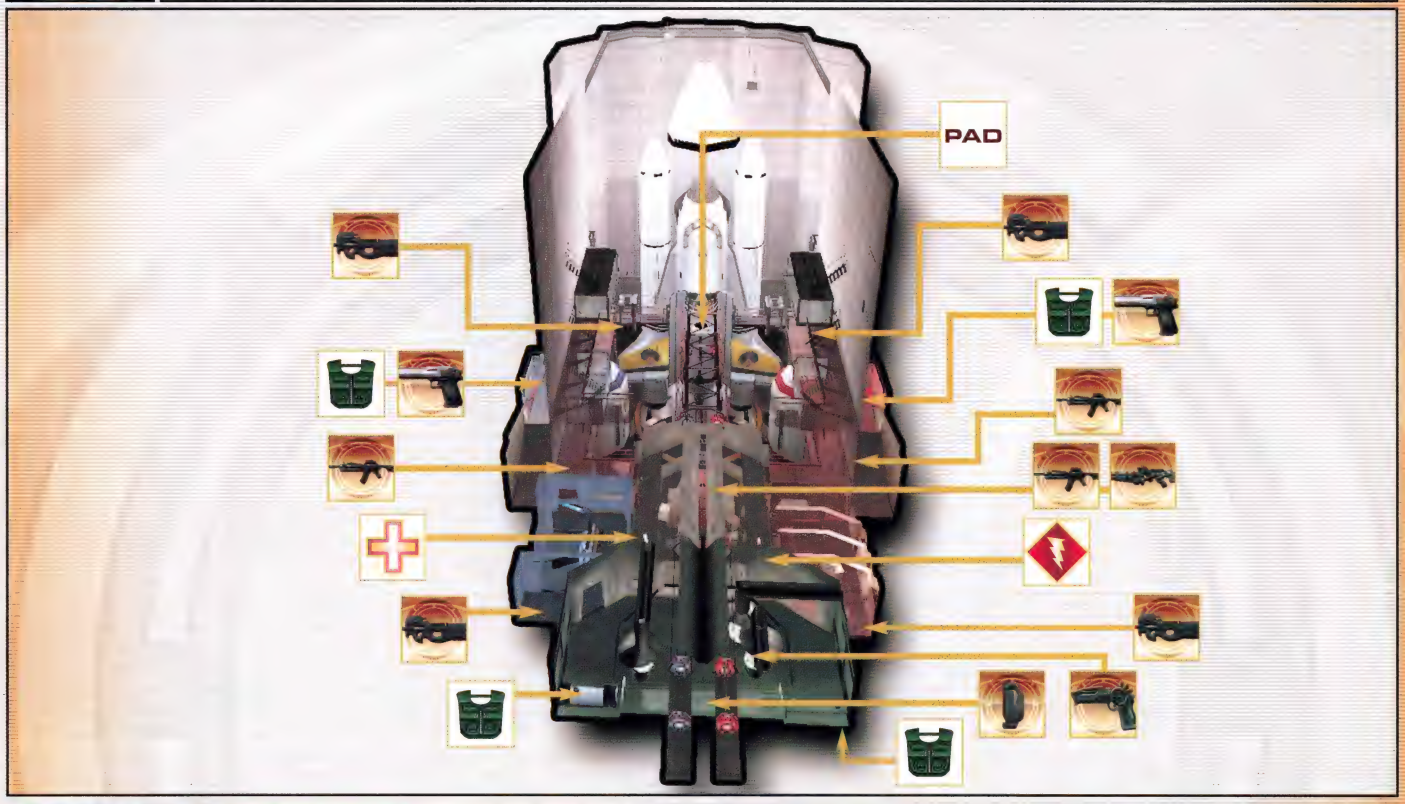
SHOWDOWN	T. SHOWDOWN	DOMINATION	TUG-O-WAR	COUNTDOWN

UNLOCKED IN: AVAILABLE AT GAME START



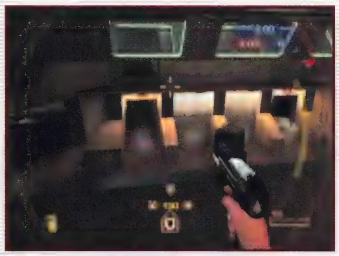
MP: MOONRAKER PODS

OPTIMAL NUMBER OF PLAYERS: 8



TACTICAL ADVICE

Each team starts out in an upper area with an Armor power-up. You can proceed down the stairs to the catwalk and rooms below, or go out to the ledges and overlook the bay. The bay is a deathtrap with dropping floors. The switch is in the adjacent room but you can Hack it through the glass. This is a great trick because many players may not see you hiding up in the wings. The pad for Countdown games is long distance across from you, in a pod that is in the center of the back part of the map. Even though this area isn't directly in the line of a deathtrap, it is wide open—especially to the AR4 Commando (which is conveniently across from it and has a clear view of the pad). To complicate matters, the pad has pods that can be shot to poison and kill anyone in that area. Because the area is so exposed, protecting this pad will benefit from an effort to eliminate your enemies, rather than simply to control a pad or a button.



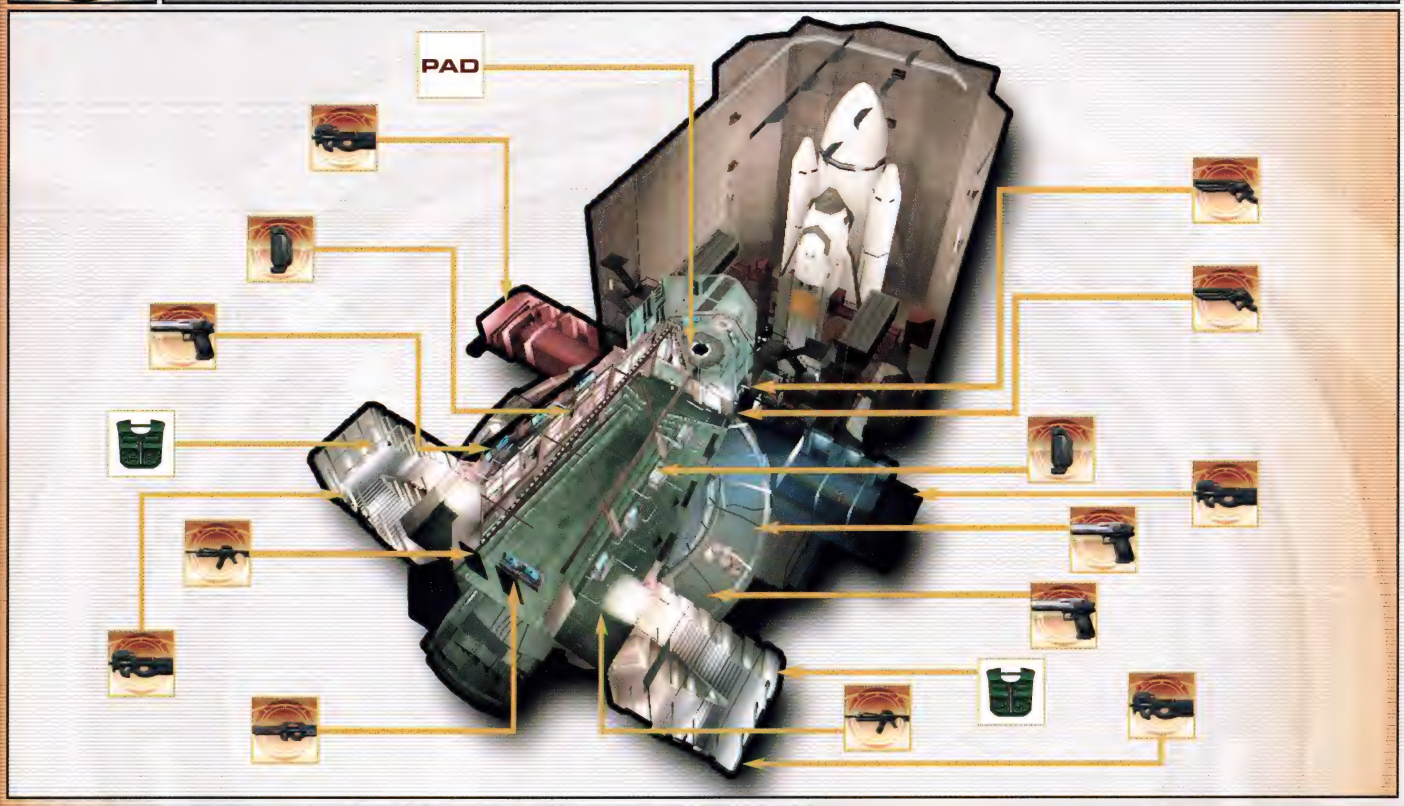
AVAILABLE MODES

SHOWDOWN	T. SHOWDOWN	DOMINATION	TUG-O-WAR	COUNTDOWN

UNLOCKED IN: AVAILABLE AT GAME START

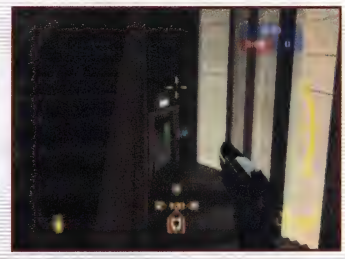
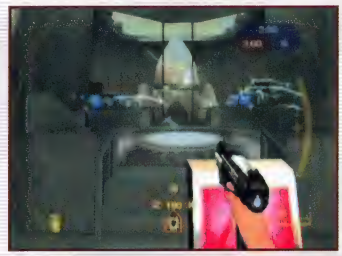
MP: MOONRAKER LAUNCH

OPTIMAL NUMBER OF PLAYERS: 8



TACTICAL ADVICE

This level gives you a relatively tight area to work in, which makes it best suited for smaller multiplayer parties. The main are is a doughnut-shaped section with a centrifuge in the center that teases you with an Armor power-up. Of course, this area is a deathtrap that can be triggered by a switch in the outer room. The outside rim is pretty straightforward, with a few alcoves that contain various weapons. These little pockets make great ambush spots, as they have excellent cover. To make progress in Countdown mode, you will need to ascend one of two staircases to the upper level. Upstairs are two adjoining rooms—one has the pad with an overload deathtrap, and the other holds the switch. There are secret stairwells that give great vantage points on the Countdown pad. To defend the switch, duck behind the computer banks.

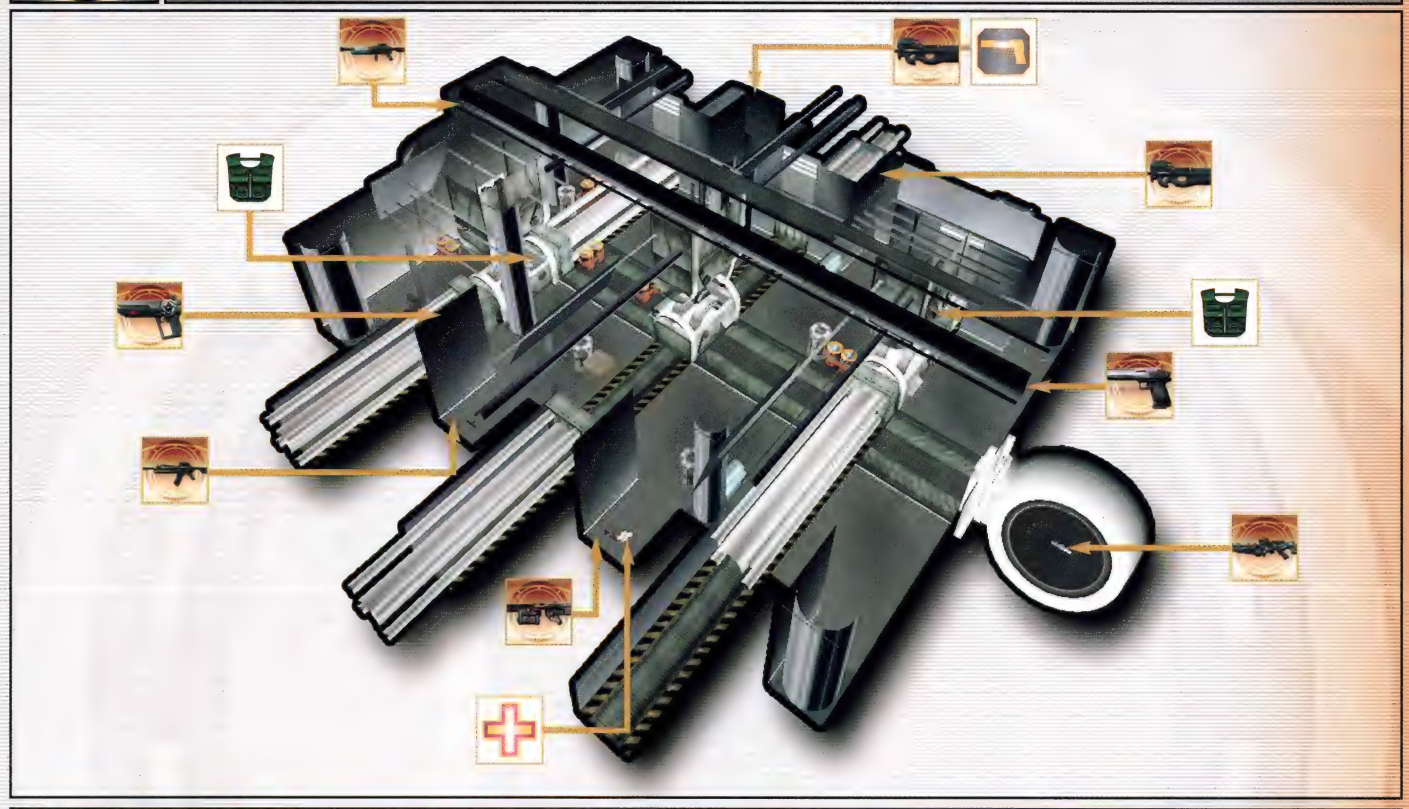
AVAILABLE MODES

SHOWDOWN | T. SHOWDOWN | DOMINATION | TUG-O-WAR | COUNTDOWN

UNLOCKED IN: AVAILABLE AT GAME START

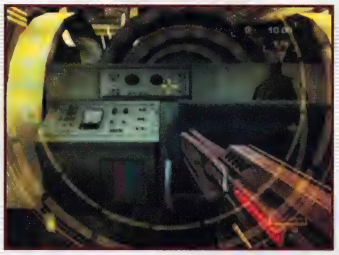
MP: PUMP ROOM

OPTIMAL NUMBER OF PLAYERS: 4



TACTICAL ADVICE

This area is not very large, but the pumping pistons add a great challenge and an interesting change of pace. They are not only there to smash slow or unsuspecting players; they can be used as temporary cover and ambush spots. Players will usually be focusing on running past the piston, and may not have time to aim. There are several scattered crates that add to the fun—you can crouch and ambush someone right after he dashes past a piston. One other trick you can try is to use the GoldenEye Magnetic Induction Field to immobilize a player as he tries to pass the pistons. The center area is a hot spot with both a Regeneration power-up and the Harpoon RL.



AVAILABLE MODES

SHOWDOWN | T. SHOWDOWN | DOMINATION | TUG-O-WAR | COUNTDOWN

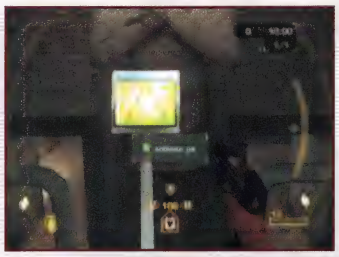
UNLOCKED IN: MISSION 01 - FORT KNOX

MP: PYRAMID DUEL

OPTIMAL NUMBER OF PLAYERS: 2

TACTICAL ADVICE

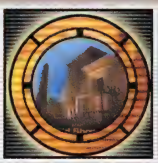
The outside area has a lower alcove that holds the Harpoon RL. However, to make it a bit more difficult to obtain, this spot is directly in front of a window that would leave you a pretty easy target for someone on the inside upper level. There are two entrances inside the pyramid. The first leads to a room with a sinking-floor deathtrap that has an Armor power-up conveniently placed in its center. Surrounding this pit are several switches, which will not only activate the pit, but will also drop the catwalk. The other side is a lot safer and leads directly to a ramp that reaches the upper catwalk. Before going up, go around the other corner to nab an AR4 Commando, which will come in handy to scope out players from the upper catwalk or the previously mentioned window. This catwalk has a switch to activate the pit, as well, and it also has the Predator MG. Make your way to the edge of the walkway, where a ledge will give you a great view of the outside area.



AVAILABLE MODES

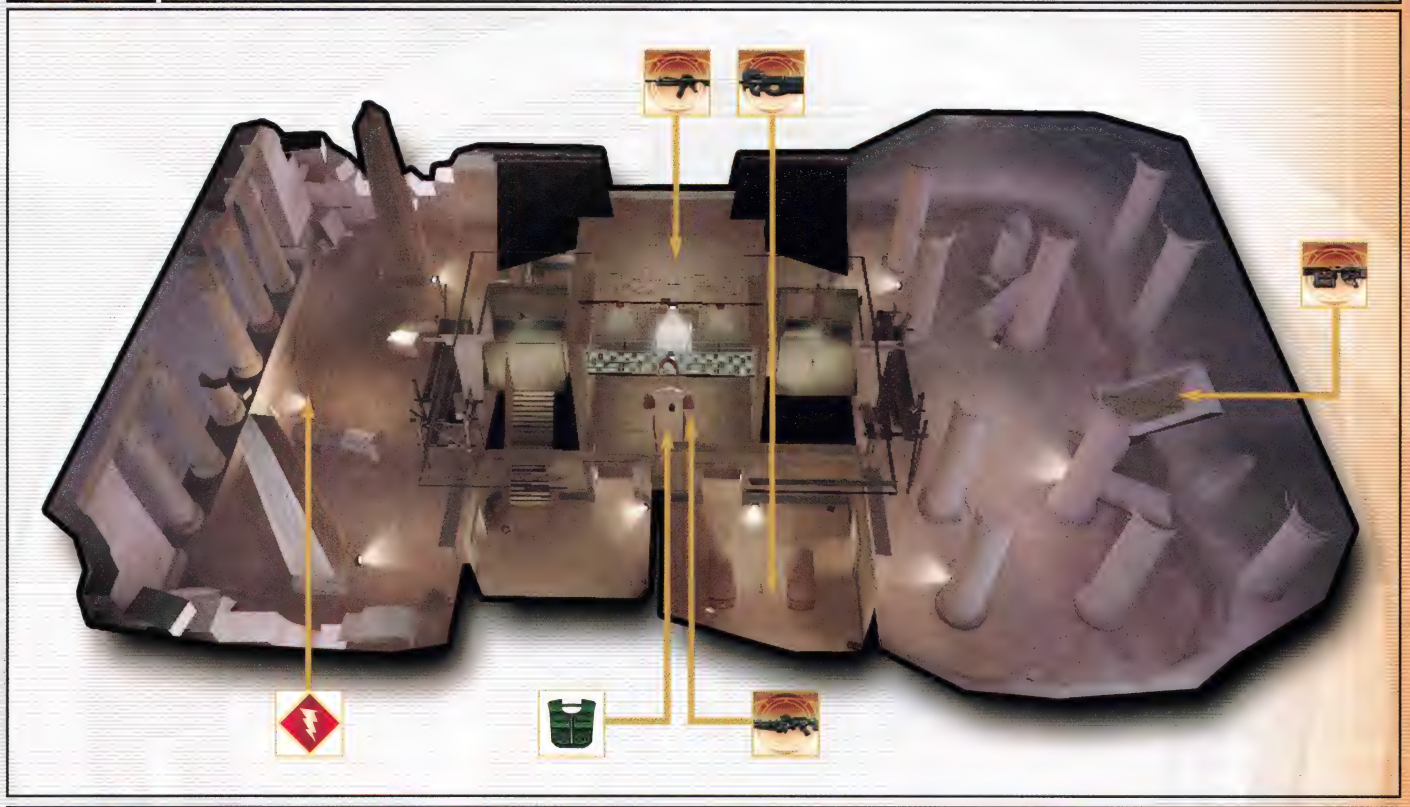
SHOWDOWN	T. SHOWDOWN	DOMINATION	TUG-O-WAR	COUNTDOWN

UNLOCKED IN: AVAILABLE AT GAME START



MP: PYRAMID SHOWDOWN

OPTIMAL NUMBER OF PLAYERS: 4



TACTICAL ADVICE

This is basically the same structure as the Pyramid Duel, with the addition of one more outdoor area. In this new area is an Adrenaline power-up on the far wall. Both of the outside areas have plenty of space and indestructible cover objects. However, be aware that both sides have a window that overlooks them. You can use the same deathtraps as before, but you can also do a lot more fighting in the open. The revised level adds a lot of variety, and it plays a bit slower since there is a lot more ground to cover and hide behind. See the Pyramid Duel multiplayer maps for more details. Note: This level was inspired from the Bond film The Spy Who Loved Me.

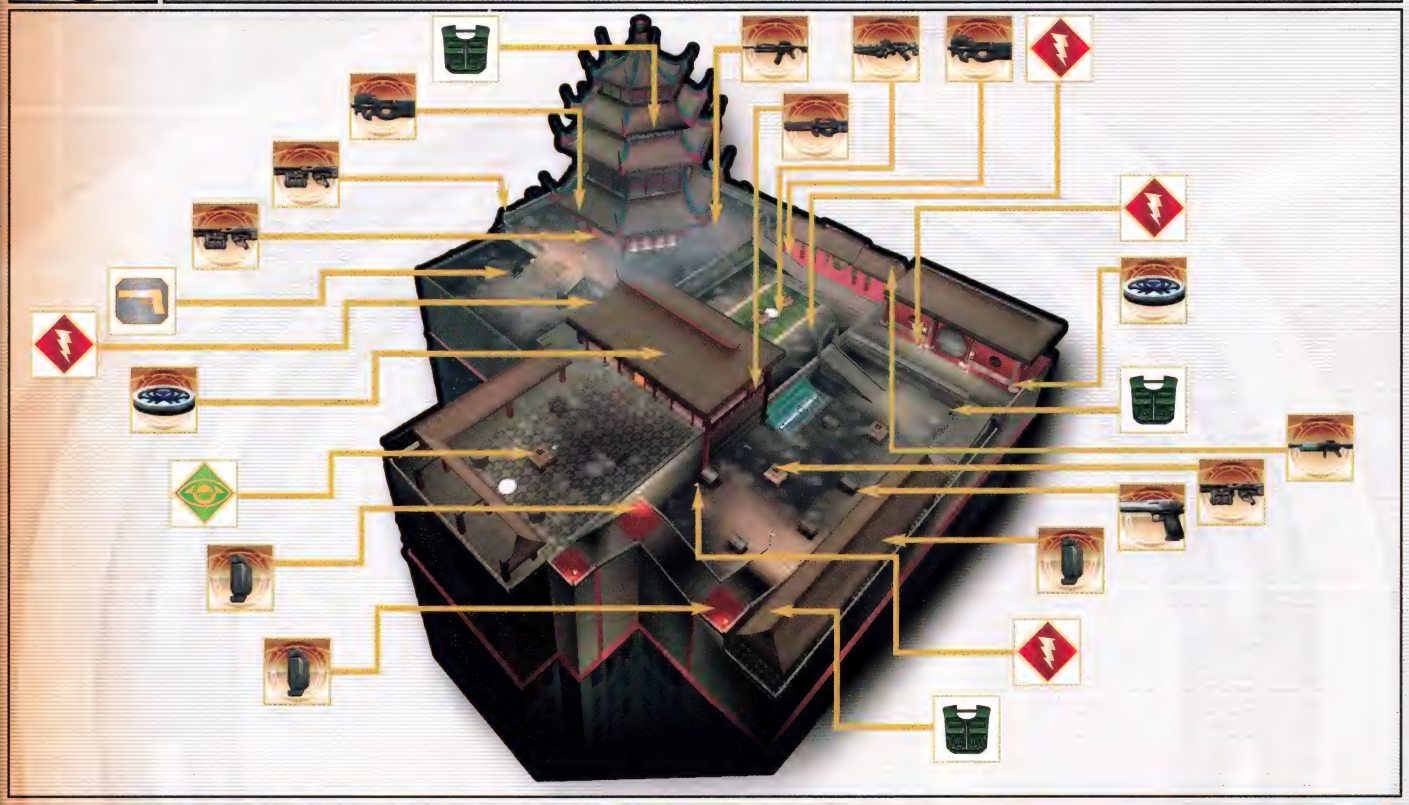
AVAILABLE MODES

SHOWDOWN | T. SHOWDOWN | DOMINATION | TUG-O-WAR | COUNTDOWN

UNLOCKED IN: AVAILABLE AT GAME START

MP: TEMPLE [ONLINE ONLY]

OPTIMAL NUMBER OF PLAYERS: 8



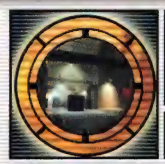
TACTICAL ADVICE

Temple is one of the largest multiplayer levels, and it contains tons of weapons, including the Goblin Mines in the enclosed area on the upper level. Also in this location are several windows that provide great spots for sniping. One window has an AR4 Commando, and another has a Mag-Rail. Use Goblin Mines to cover your path and prevent people from sneaking up on you. Also, use the Mag-Rail can be use with the MRI Vision to shoot people through the walls as they approach. There are numerous pillars and obstacle to duck behind for shelter. If you want the big guns, head to the upper-middle level, which holds two powerful Harpoon RLs. Also look for the OMEN XR in a small alcove that is next to an Adrenaline power-up . Find armor in the corners and edges of the walls. Since this is a rather large level, make good use of the Adrenaline power-up to seek out your favorite spots.

AVAILABLE MODES

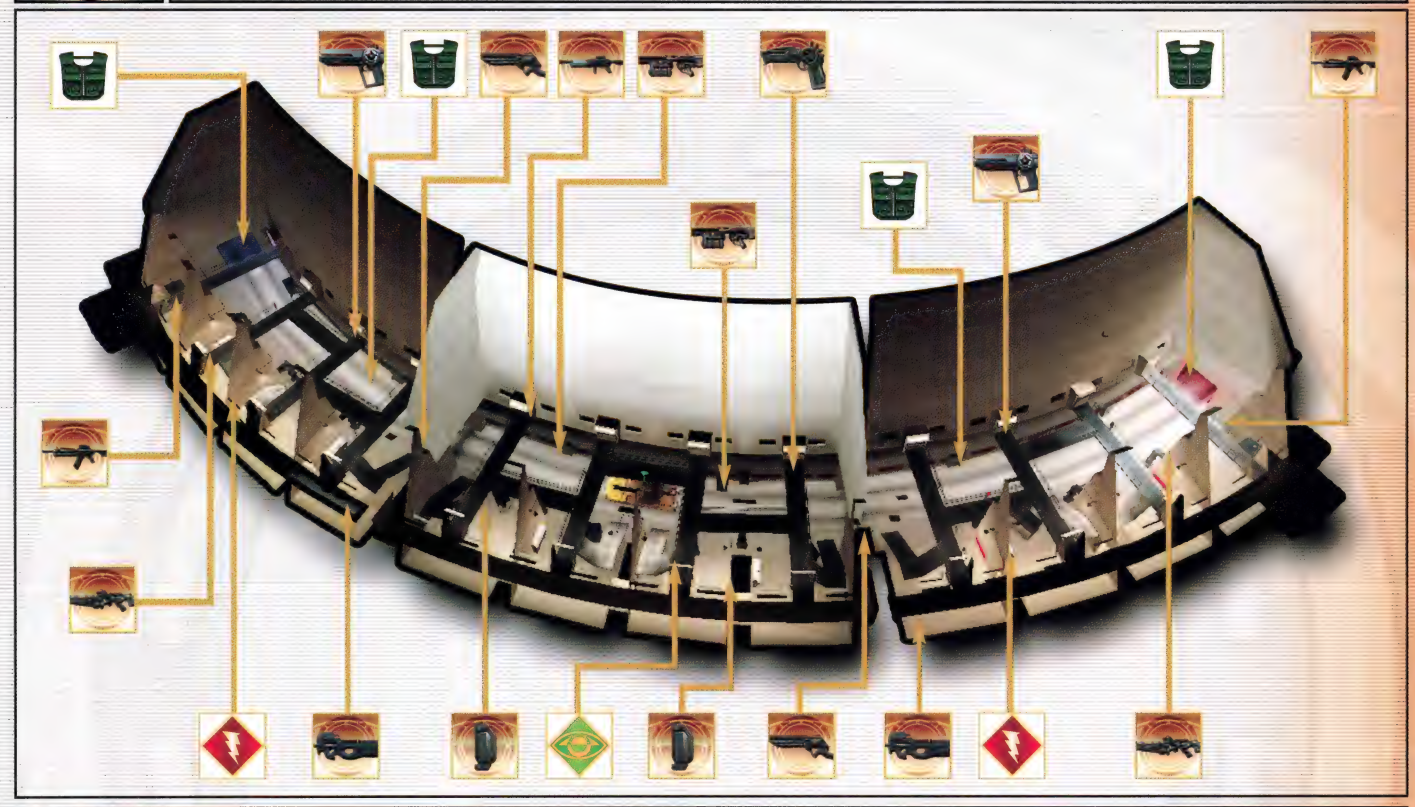
SHOWDOWN	T. SHOWDOWN	DOMINATION	TUG-O-WAR	COUNTDOWN

UNLOCKED IN: AVAILABLE AT GAME START



MP: TRANSIT TUNNEL

OPTIMAL NUMBER OF PLAYERS: 8



TACTICAL ADVICE

This level is one of two Tug-of-War levels. This a refreshing game to play, and requires excellent teamwork. The object is pretty simple: you must press the buttons to move the cart toward your goal while preventing your opponent from doing the same. Split you group into two: those progressing the cart, and those protecting the buttons from your opponent. The goal is to shut down the opposition for long enough to make some serious headway; otherwise you will be going back and forth, losing and gaining ground. It will be tough to control the walkway above, so once you activate the buttons, return to a safe place to defend or attack. There is a good supply of weapons, and each player's goal has an Armor power-up.

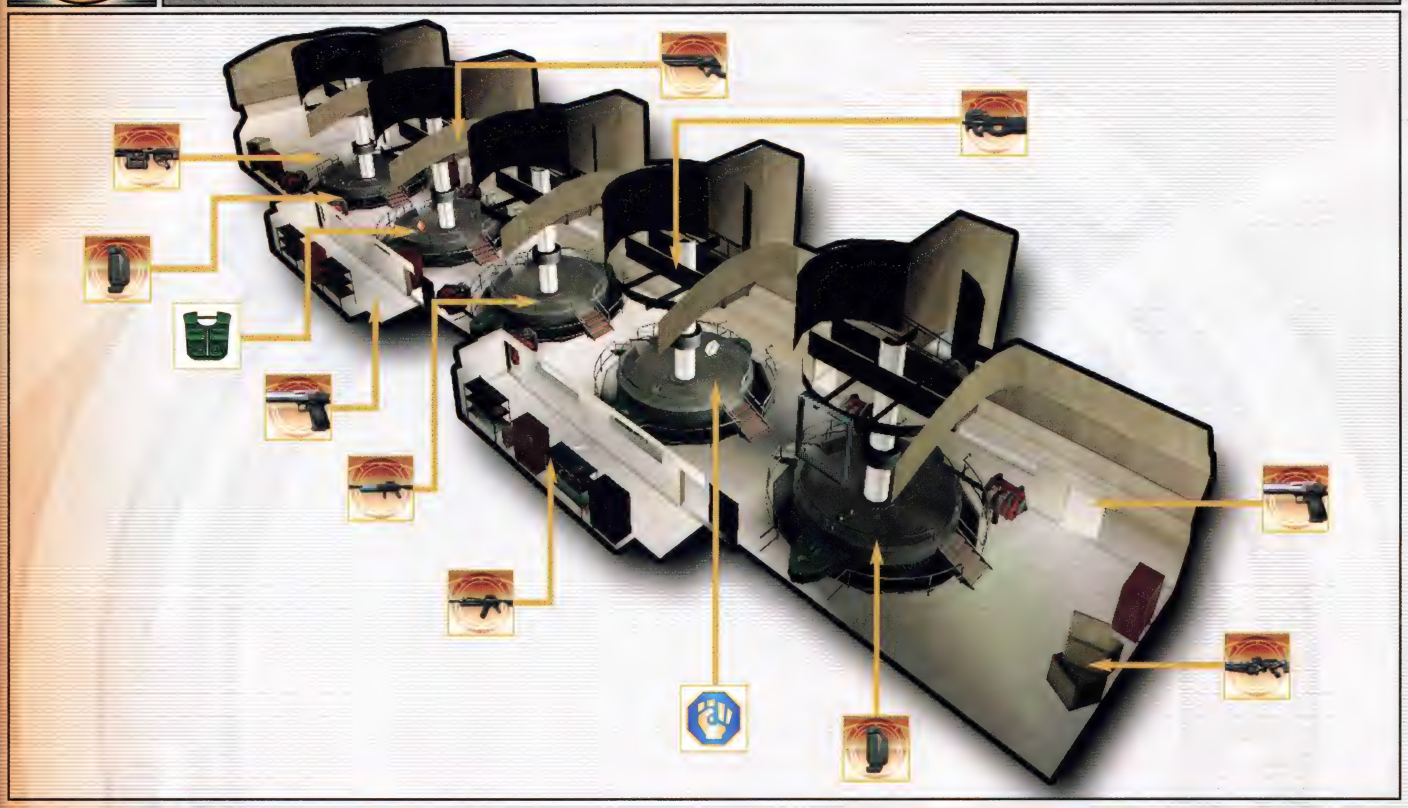
AVAILABLE MODES

SHOWDOWN	T. SHOWDOWN	DOMINATION	TUG-O-WAR	COUNTDOWN

UNLOCKED IN: AVAILABLE AT GAME START

MP: TURBINE

OPTIMAL NUMBER OF PLAYERS: 4



TACTICAL ADVICE

This is a very long and narrow map. The center portion has a series of turbines that provide decent cover and a variety of power-ups. At the very ends are two powerful weapons: the Harpoon RL and the Predator MG, both of which are great choices on this map. To provide some variation there are several small rooms in which players can seek shelter and pick up an assortment of weapons. These room have windows and doorways the serve as excellent spots to attack any passersby. The main section can be tricky to navigate, as you must walk up and around the turbines. This may slow you down too much and leave you very vulnerable to fire from the rooms on the side. Take caution whenever you try to progress up or down the central room and use the hallways moving from side to side.

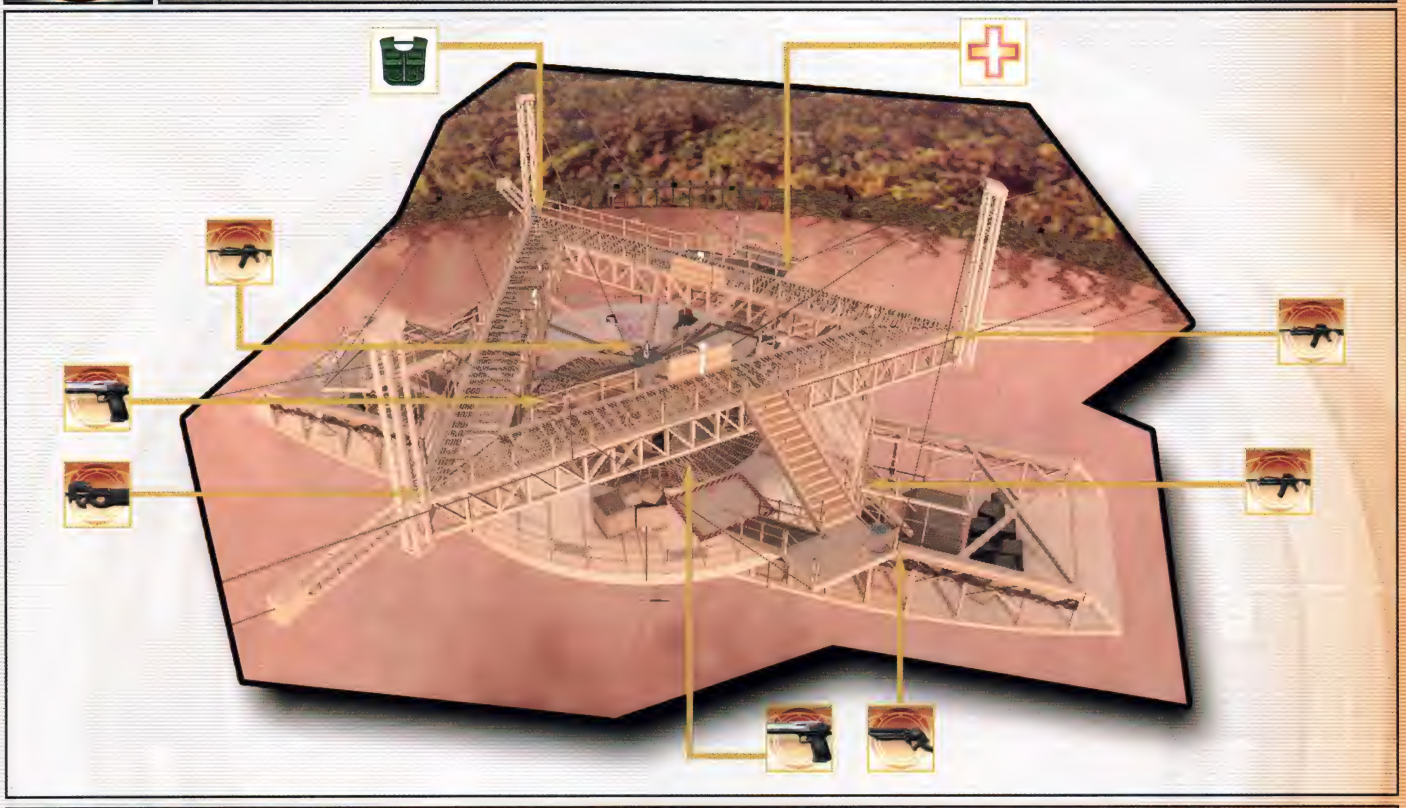
AVAILABLE MODES

SHOWDOWN	T. SHOWDOWN	DOMINATION	TUG-O-WAR	COUNTDOWN

UNLOCKED IN: MISSION 05 - HOOVER DAM

MP: UPLINK

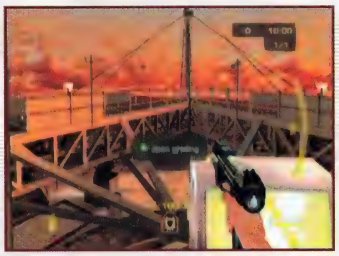
OPTIMAL NUMBER OF PLAYERS: 2



TACTICAL ADVICE

This multitiered map is unique in that it features its own opposition. A helicopter will continue to circle the map and take aim at any player in the open. It can be shot down if it becomes a problem.

There is one deathtrap on this level, but it will open numerous trapdoors all over the map. It is always a good idea to hit these switches in case someone is on them. The multiple levels and wide-open space in the center provide for some good sniping action. The AR4 Commando is well-stocked on this map, and it will easily become one of the most popular weapons. For the quick and nimble players, there is a better gun that is dead center and accessible only from the top tier: if you are able to quickly transverse the beams, you can walk to the center platform and score a Harpoon RL.



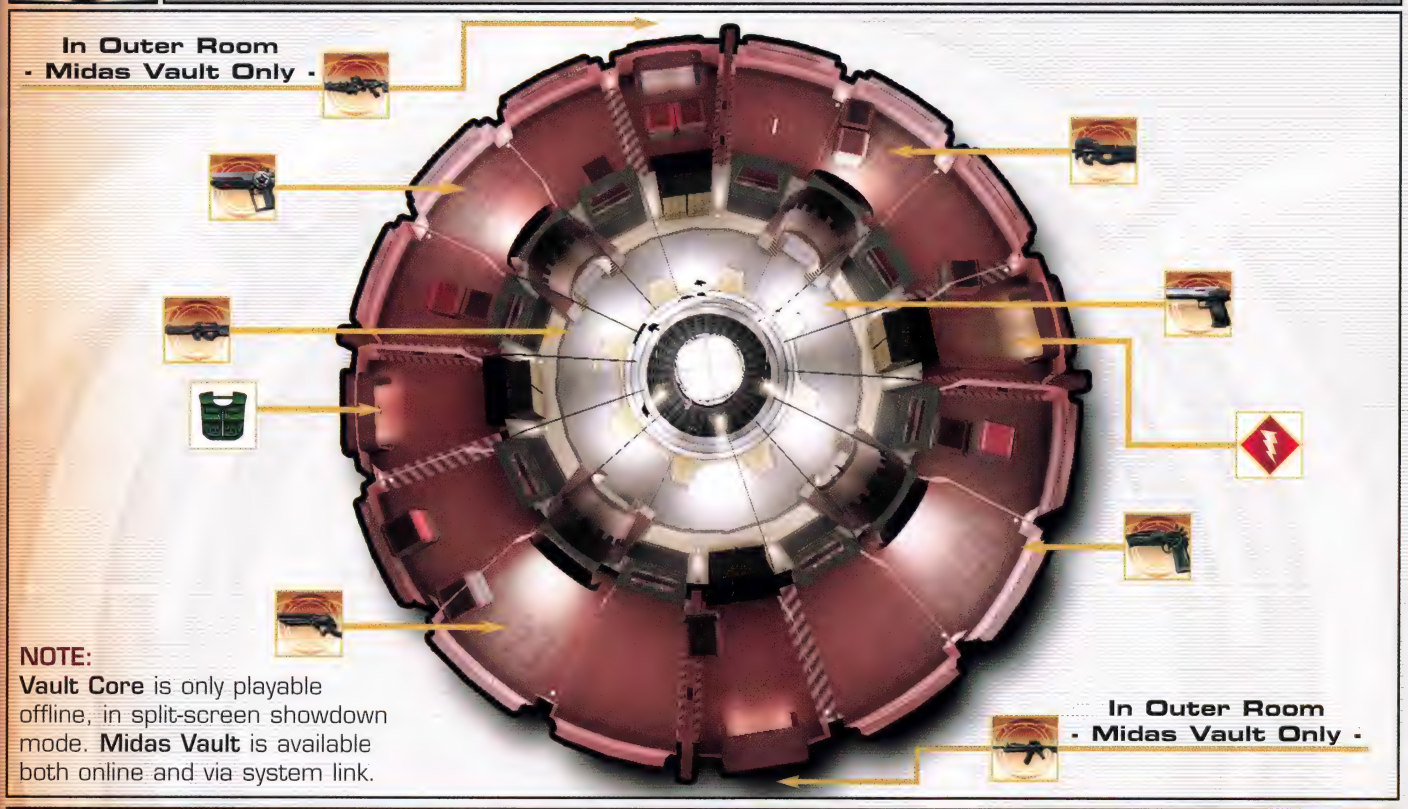
AVAILABLE MODES

SHOWDOWN	T. SHOWDOWN	DOMINATION	TUG-O-WAR	COUNTDOWN

UNLOCKED IN: AVAILABLE AT GAME START

MP: VAULT CORE / MIDAS VAULT

OPTIMAL NUMBER OF PLAYERS: 4 / 8



NOTE:
Vault Core is only playable offline, in split-screen showdown mode. **Midas Vault** is available both online and via system link.

TACTICAL ADVICE

Vault Core is a circular map with a central core and an outer ring. (Midas Vault is the same, plus a few outer areas.) In the center is the Mag-Rail. The central core has four openings, and it is risky to run in and grab the weapon. However, once you are in, you can hide next to one of the openings so you have only one entrance to guard. If you have the Mag-Rail on the Midas Vault map, you can turn on the MRI Vision and shoot people in the outer areas. You can also seek shelter in the outer areas and pick off people before they can even get into your room. Keep in mind that the outermost offshoots offer the most protection. There is only one way in and out of them, and they are relatively long rectangular rooms that allow you to hide out in the far corners. Each outcropping usually has a serious weapon.

AVAILABLE MODES [SEE NOTE BELOW]

SHOWDOWN	T. SHOWDOWN*	DOMINATION*	TUG-O-WAR	COUNTDOWN

***NOTE:** The **Domination** and **Team Showdown** play modes are only available with the **Midas Vault** version of this map.

UNLOCKED IN: MISSION 04 - MIDAS CASINO

WEAPONS DOSSIER

SPEC 9

DESCRIPTION

One-handed pistol-class; light damage, but fast and highly accurate. Your personal sidearm is a modified version of the MI6 standard issue 9MM. The SPEC 9 is holstered when other weapons are equipped, so you will always have a gun, even if you run out of other weapons.

CAMPAIGN		MULTIPLAYER	
CLIP SIZE	12	CLIP SIZE	12
MAX AMMO	UNLTD	MAX AMMO In Addition to Active Clip	UNLTD
DAMAGE	12.5	DAMAGE	17
ACCURACY Higher = Less Accurate	1	ACCURACY Higher = Less Accurate	2
ACC. RECOVER Higher = Slower	3	ACC. RECOVER Higher = Slower	2
PROJECTILES	1	PROJECTILES	1
DELAY	22	DELAY	22

TACTICS

- This is your default gun if you should run out of any other weapons/ammo. It has unlimited ammo, so take your time with this weapon if you get pinned down.
- Its damage ability is pretty low, so use its accuracy to go for headshots!

JACKAL .357

DESCRIPTION

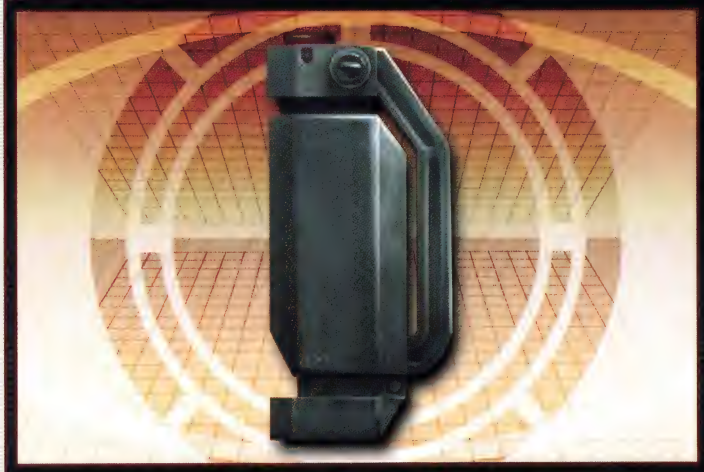
One-handed pistol-class; high damage and accuracy. For heavy firepower in a small package, the Jackal .357 is the most popular pistol in the underworld. It is a quick gun that packs twice the power of your standard Spec 9.

CAMPAIGN		MULTIPLAYER	
CLIP SIZE	8	CLIP SIZE	8
MAX AMMO	48	MAX AMMO In Addition to Active Clip	48
DAMAGE	25	DAMAGE	45
ACCURACY Higher = Less Accurate	1	ACCURACY Higher = Less Accurate	1
ACC. RECOVER Higher = Slower	3.5	ACC. RECOVER Higher = Slower	3
PROJECTILES	1	PROJECTILES	2
DELAY	22	DELAY	22

TACTICS

- Don't underestimate this pistol; it packs quite a lot of damage, and it can be very deadly if your aim is good.
- Even with a relatively high maximum ammo capacity, any pistol-class weapon is designed to use its accuracy, especially targeting headshots.

TYPE-S FRAG



DESCRIPTION

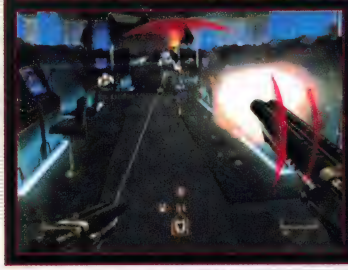
One-handed grenade-class; extremely high damage, large blast radius. The standard-issue high-explosive grenade with ricochet fuse provides indirect-fire options in short- and long-range situations. NOTE: Type-S Frag grenades can only be thrown when your left hand is free.

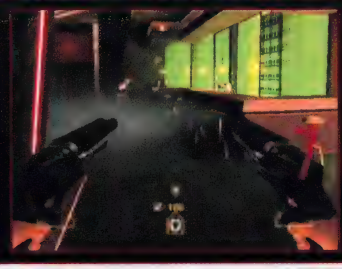
CAMPAIGN		MULTIPLAYER	
CLIP SIZE	1	CLIP SIZE	1
MAX AMMO	5	MAX AMMO In Addition to Active Clip	6
DAMAGE	200	DAMAGE	200
ACCURACY Higher = Less Accurate	1	ACCURACY Higher = Less Accurate	1
ACC. RECOVER Higher = Slower	3.5	ACC. RECOVER Higher = Slower	3.5
PROJECTILES	1	PROJECTILES	1
DELAY	20	DELAY	20

TACTICS

- You must drop any gun that's in your left hand (or two-handed guns) to use these. Don't forget you have them!
- The Type-S is an excellent weapon to take out groups of enemies, especially if they are entrenched or hard to hit with other weapons.

MAMBA 12G





DESCRIPTION

One-handed assault-class; high damage with knockback, inaccurate. This weapons is designed for corridor-clearing and assault missions. The Mamba shotgun's short range and wide coverage capabilities are second to none, and make it a great choice for any hallways or close encounters.

CAMPAIGN		MULTIPLAYER	
CLIP SIZE	8	CLIP SIZE	8
MAX AMMO	24	MAX AMMO In Addition to Active Clip	32
DAMAGE	15/Proj.	DAMAGE	14/Proj.
ACCURACY Higher = Less Accurate	8	ACCURACY Higher = Less Accurate	9
ACC. RECOVER Higher = Slower	3.5	ACC. RECOVER Higher = Slower	3.5
PROJECTILES	7	PROJECTILES	9
DELAY	60	DELAY	120

TACTICS

- A great gun in close quarters, but avoid any long-range shooting, as its low accuracy will just waste ammo.
- The low clip capacity means you will be reloading with this gun a lot more often. Dual-wield it with a complementary weapon—such as the HS-90 for its speed and high ammo.

HS-90

DESCRIPTION

One-handed assault-class; high rate of fire, light damage, poor accuracy. The most reliable, compact submachine gun in military circles is popular among guard and patrol units throughout the underworld. This translates into there being a lot of ammo to maintain this weapon.

CAMPAIGN		MULTIPLAYER	
CLIP SIZE	100	CLIP SIZE	100
MAX AMMO	100	MAX AMMO In Addition to Active Clip	200
DAMAGE	8.5	DAMAGE	8.5
ACCURACY Higher = Less Accurate	1.7	ACCURACY Higher = Less Accurate	1.7
ACC. RECOVER Higher = Slower	4.5	ACC. RECOVER Higher = Slower	4.5
PROJECTILES	1	PROJECTILES	1
DELAY	1	DELAY	1

TACTICS

- Tap the trigger in bursts—fight the temptation to spray your enemies with bullets.
- High ammo capacity makes this a great gun for handling multiple enemies. However, it does relatively little damage, so balance it with a harder-hitting weapon when you dual-wield.

LONGBOW SR [CAMPAIGN ONLY]

DESCRIPTION

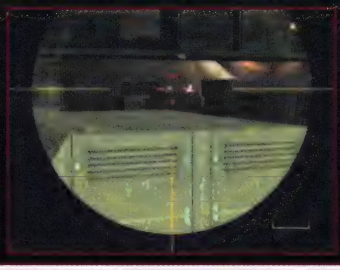
Two-handed rifle-class with sniper scope; very high damage and accuracy. Perfect for assassination and sniper missions, the Longbow SR provides incredible accuracy over long distances for the patient operator.

CAMPAIGN		MULTIPLAYER	
CLIP SIZE	5	CLIP SIZE	N/A
MAX AMMO	15	MAX AMMO In Addition to Active Clip	N/A
DAMAGE	125	DAMAGE	N/A
ACCURACY Higher = Less Accurate	3.5/0	ACCURACY Higher = Less Accurate	N/A
ACC. RECOVER Higher = Slower	6	ACC. RECOVER Higher = Slower	N/A
PROJECTILES	1	PROJECTILES	N/A
DELAY	80	DELAY	N/A

TACTICS

- Use this gun from a safe distance, or cover and eliminate the higher-ranked enemies first.
- This weapon usually has a very low amount of ammo, so pick your targets well and take your time. Eliminating key foes from a distance can drastically change an area's difficulty.

AR4 COMMANDO



DESCRIPTION

Two-handed rifle-class with recon scope; high damage, medium accuracy. Originally manufactured for British Special Forces applications, the AR4 Commando is the preeminent recon and assault weapon in the world today.

CAMPAIGN		MULTIPLAYER	
CLIP SIZE	30	CLIP SIZE	30
MAX AMMO	90	MAX AMMO In Addition to Active Clip	90
DAMAGE	35	DAMAGE	16
ACCURACY Higher = Less Accurate	1.2/1	ACCURACY Higher = Less Accurate	1.2/1
ACC. RECOVER Higher = Slower	5	ACC. RECOVER Higher = Slower	5
PROJECTILES	1	PROJECTILES	1
DELAY	30	DELAY	30

TACTICS

- This is one of the best weapons to keep with you, due to its well-balanced stats and high ammo capacity. It is good from afar, and has the ability to handle crowds.
- Use the scoping ability to take out foes at a distance whenever you get the chance. Your accuracy will certainly go up.

HARPOON RL

DESCRIPTION

Two-handed heavy-class; extreme damage and wide blast radius. The Harpoon is a portable, antiarmor rocket launcher that can fire multiple rounds from its intentionally limited clip. This is a superpowerful gun that should be used to take out vehicles.

CAMPAIGN		MULTIPLAYER	
CLIP SIZE	3	CLIP SIZE	3
MAX AMMO	N/A	MAX AMMO In Addition to Active Clip	N/A
DAMAGE	201	DAMAGE	125
ACCURACY Higher = Less Accurate	1	ACCURACY Higher = Less Accurate	1
ACC. RECOVER Higher = Slower	1	ACC. RECOVER Higher = Slower	1
PROJECTILES	1	PROJECTILES	1
DELAY	120	DELAY	120

TACTICS

- The primary use of this weapons is to take out vehicles. However, it is also a very effective antipersonnel weapon. It can eliminate entire groups of tough foes in a single shot.
- The splash damage from the weapon is lethal in close quarters. Use this only when you have the space to fire it.

PREDATOR MG

DESCRIPTION

Two-handed heavy class; high damage, extreme rate of fire, inaccurate. This modified, portable aircraft weapon employs a high-capacity magazine and spin-up chain-firing mechanism to deliver continuous automatic fire for extended periods.

CAMPAIGN		MULTIPLAYER	
CLIP SIZE	200	CLIP SIZE	200
MAX AMMO	400	MAX AMMO In Addition to Active Clip	400
DAMAGE	12	DAMAGE	18
ACCURACY Higher = Less Accurate	2.3	ACCURACY Higher = Less Accurate	2.3
ACC. RECOVER Higher = Slower	2	ACC. RECOVER Higher = Slower	2
PROJECTILES	1	PROJECTILES	1
DELAY	6	DELAY	6

TACTICS

- A devastating weapon that is great at handling multiple targets. However, it is not the right weapon for a single foe.
- Its long pause to engage the spin-up chain makes it useful when sustaining a period of firing, not starting and stoping.
- Do not rely on this gun to pick off single enemies.

MK2 DETONATOR

DESCRIPTION

One-handed pistol-class; extreme blast damage, manual detonation required. This coveted sabotage weapon launches a manually detonated explosive charge that attaches to any surface, including clothing and armor. The Detonator is especially effective against vehicles and troop formations.

CAMPAIGN		MULTIPLAYER	
CLIP SIZE	4	CLIP SIZE	4
MAX AMMO	4	MAX AMMO In Addition to Active Clip	4
DAMAGE	250	DAMAGE	110
ACCURACY Higher = Less Accurate	1	ACCURACY Higher = Less Accurate	1
ACC. RECOVER Higher = Slower	1.5	ACC. RECOVER Higher = Slower	1.5
PROJECTILES	1	PROJECTILES	1
DELAY	80	DELAY	50

TACTICS

- While it may not have much ammo, this weapons acts as a manually controlled grenade! Your options are endless, but make sure you are out of its blast radius.
- Preemptively fire this into a hallway or enemy, and wait until more targets appear before you detonate it manually.

VENOM 200ML

DESCRIPTION

One-handed pistol-class; low damage, instant immobilization. Originally developed for kidnapping and interrogations, the weapon injects venom that paralyzes targets with a powerful nerve agent. A direct hit will immobilize a target for several seconds.

CAMPAIGN		MULTIPLAYER	
CLIP SIZE	4	CLIP SIZE	6
MAX AMMO	24	MAX AMMO In Addition to Active Clip	18
DAMAGE	5	DAMAGE	30
ACCURACY Higher = Less Accurate	1	ACCURACY Higher = Less Accurate	1
ACC. RECOVER Higher = Slower	3.5	ACC. RECOVER Higher = Slower	3.5
PROJECTILES	1	PROJECTILES	1
DELAY	90	DELAY	60

TACTICS

- While immobilization isn't a direct means of termination, it does allow you to set up your opponent for many other maneuvers, including a melee attack.
- You can use this weapon to easily take a hostage once you've stunned your target.

MAG-RAIL

DESCRIPTION

1-handed assault-class; extreme damage; high accuracy; slow re-fire. The by-product of space weapons research, the Mag-Rail uses a superconductive magnetic field to launch a depleted uranium rail, which can penetrate walls, cover and enemy personnel.

CAMPAIGN		MULTIPLAYER	
CLIP SIZE	4	CLIP SIZE	5
MAX AMMO	16	MAX AMMO In Addition to Active Clip	15
DAMAGE	200	DAMAGE	165
ACCURACY Higher = Less Accurate	0	ACCURACY Higher = Less Accurate	0
ACC. RECOVER Higher = Slower	5	ACC. RECOVER Higher = Slower	5
PROJECTILES	1	PROJECTILES	1
DELAY	88	DELAY	88

TACTICS

- Not only does this gun do incredible damage it can and always should be use with the GoldenEye MRI ability to target and eliminate enemies through solid objects. There is nothing like the feeling of dispatching your foe when they don't see if coming and can't retaliate.

TESLA EM [CAMPAIGN ONLY]

DESCRIPTION

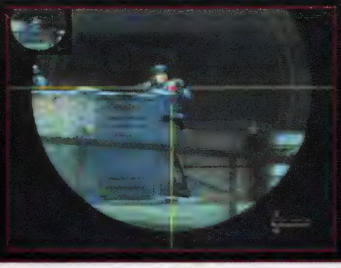
One-handed pistol-class; very high damage, EMP damage, high accuracy. Developed from EMP technology used to cleanse data evidence from supercomputers, the Tesla EM is a high-powered antipersonnel weapon that can disrupt polarity shields employed by the underworld elite.

CAMPAIGN		MULTIPLAYER	
CLIP SIZE	12	CLIP SIZE	N/A
MAX AMMO	36	MAX AMMO In Addition to Active Clip	N/A
DAMAGE	30	DAMAGE	N/A
ACCURACY Higher = Less Accurate	1	ACCURACY Higher = Less Accurate	N/A
ACC. RECOVER Higher = Slower	3.5	ACC. RECOVER Higher = Slower	N/A
PROJECTILES	1	PROJECTILES	N/A
DELAY	20	DELAY	N/A

TACTICS

- By the time you find this weapon, you will already be familiar with your own GoldenEye Shield, and the Tesla is the key to countering your opponents' shields. Dual-wield it with another weapon to perform a one-two attack—drop your foes' shields with the Tesla, and go for the kill with the other weapon.

OMEN XR



DESCRIPTION

Although the existence of this weapon cannot be verified, there are widespread reports that Auric Enterprises is aggressively pursuing development of an experimental rifle equipped with organic mass energy neutralization technology, which would cause instant target vaporization.

CAMPAIGN		MULTIPLAYER	
CLIP SIZE	3	CLIP SIZE	3
MAX AMMO	30	MAX AMMO In Addition to Active Clip	12
DAMAGE	KILL	DAMAGE	KILL
ACCURACY Higher = Less Accurate	1/0	ACCURACY Higher = Less Accurate	2/1
ACC. RECOVER Higher = Slower	6	ACC. RECOVER Higher = Slower	6
PROJECTILES	1	PROJECTILES	3
DELAY	20	DELAY	20

TACTICS

- You won't receive this mysterious weapon until late in the campaign, but once you get it, you will respect it for its supreme power. If you can keep the gun stocked with ammo, you can't do much better. Who doesn't love a one-hit instant-kill weapon?

GOBLIN MINE [MULTIPLAYER ONLY]

DESCRIPTION

One-handed grenade-class; extreme blast damage, proximity detonation. Predominantly used in sieges and warfare operations, the Goblin Mine is a portable proximity explosive that detonates automatically when motion is detected in the mine's proximity.

CAMPAIGN		MULTIPLAYER	
CLIP SIZE	N/A	CLIP SIZE	1
MAX AMMO	N/A	MAX AMMO In Addition to Active Clip	4
DAMAGE	N/A	DAMAGE	100
ACCURACY Higher = Less Accurate	N/A	ACCURACY Higher = Less Accurate	1
ACC. RECOVER Higher = Slower	N/A	ACC. RECOVER Higher = Slower	3.5
PROJECTILES	N/A	PROJECTILES	1
DELAY	N/A	DELAY	20

TACTICS

- Place the mines in hard-to-see places such as around corners, and in any area that sees a lot of traffic.
- You can also use mines next to pick-up items in hopes that players will rush for the item and pay the ultimate price.

GOLDEN GUN [MULTIPLAYER ONLY]

DESCRIPTION

Two-handed pistol-class; extreme damage, single-shot magazine. A masterpiece of concealed weapon craftsmanship, the Golden Gun is the personal weapon of Francisco Scaramanga, and can eliminate any man in a single shot.

CAMPAIGN		MULTIPLAYER	
CLIP SIZE	N/A	CLIP SIZE	1
MAX AMMO	N/A	MAX AMMO In Addition to Active Clip	7
DAMAGE	N/A	DAMAGE	KILL
ACCURACY Higher = Less Accurate	N/A	ACCURACY Higher = Less Accurate	1/1
ACC. RECOVER Higher = Slower	N/A	ACC. RECOVER Higher = Slower	3.5
PROJECTILES	N/A	PROJECTILES	1
DELAY	N/A	DELAY	100

TACTICS

- One shot, one kill. This is a fun weapon that can be extraordinarily frustrating if you are on the receiving end.
- Its great accuracy and instant-kill ability gives you a good opportunity to secure a safe position and eliminate your target on sight.

ENEMY
PROFILES

GOLDFINGER GUARD (FORT KNOX)

HIT POINTS	25
ARMOR POINTS	25
SHIELD POINTS	0

DESCRIPTION

These will be your initial enemies, and after you join Auric, they will fight alongside you. Just be sure not to bug them too much during battle, or they will turn on you. They are lower-level grunt troops for Goldfinger's army.

WEAPON CONFIGURATIONS

WEAPON 1		WEAPON 2
AR4 COMMANDO	+	-
JACKAL .357	+	-
HARPOON RL	+	-
MAMBA 12G	+	-
HS-90	+	-
-	+	-
-	+	-
-	+	-
-	+	-
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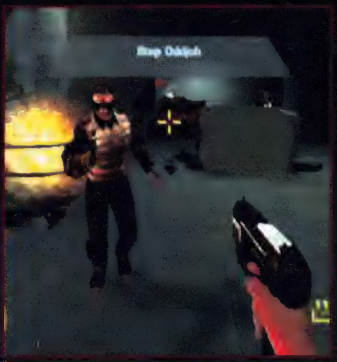
GOLDFINGER ELITE (FORT KNOX)



HIT POINTS	50
ARMOR POINTS	75
SHIELD POINTS	0

DESCRIPTION

Elite soldiers have twice the hit points and more than double the armor of their fellow guards. They behave in the same fashion but it will take more effort to penetrate their armored vests. Go for headshots!

WEAPON CONFIGURATIONS

WEAPON 1		WEAPON 2
JACKAL .357	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
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DR. NO GUARD

HIT POINTS	25
ARMOR POINTS	25
SHIELD POINTS	0

DESCRIPTION

These are very abundant, and they like to move around a lot. They are not as heavily armored as some other enemies, but they are intelligent enough to move and seek shelter when they fire.

WEAPON CONFIGURATIONS

WEAPON 1		WEAPON 2
JACKAL .357	+	-
HARPOON RL	+	-
MAMBA 12G	+	-
HS-90	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
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-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-

DR. NO SOLDIER

HIT POINTS	50
ARMOR POINTS	75
SHIELD POINTS	0

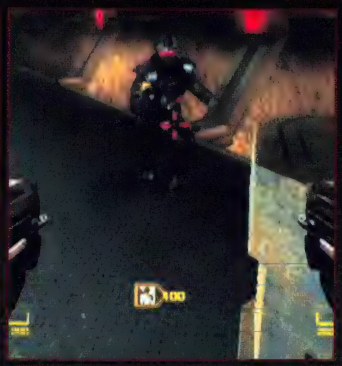
DESCRIPTION

These very common enemies have headgear to protect them from becoming easy targets. They have a large assortment of weapons and they are rather aggressive.

WEAPON CONFIGURATIONS

WEAPON 1		WEAPON 2
AR4 COMMANDO	+	-
JACKAL .357	+	-
JACKAL .357	+	JACKAL .357
JACKAL .357	+	MK2 DETONATOR
JACKAL .357	+	VENOM 200ML
MK2 DETONATOR	+	-
VENOM 200ML	+	-
HARPOON RL	+	-
MAMBA 12G	+	-
MAMBA 12G	+	MK2 DETONATOR
HS-90	+	-
HS-90	+	MK2 DETONATOR
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-

DR. NO ELITE



HIT POINTS	100
ARMOR POINTS	100
SHIELD POINTS	0

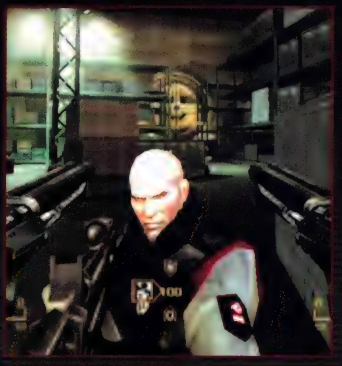
DESCRIPTION

These are not lightweight soldiers. They have as many hit points and armor as a lot of bosses do. They have twice the power of their counterparts, and they can be armed with just about any weapon in the game.

WEAPON CONFIGURATIONS

WEAPON 1		WEAPON 2
AR4 COMMANDO	+	-
JACKAL .357	+	-
JACKAL .357	+	JACKAL .357
JACKAL .357	+	MK2 DETONATOR
MK2 DETONATOR	+	-
VENOM 200ML	+	-
PREDATOR MG	+	-
OMEN XR	+	-
TESLA EM	+	VENOM 200ML
MAG-RAIL	+	VENOM 200ML
HARPOON RL	+	-
MAMBA 12G	+	-
MAMBA 12G	+	VENOM 200ML
MAMBA 12G	+	MAG-RAIL
MAMBA 12G	+	MAMBA 12G
HS-90	+	VENOM 200ML
HS-90	+	TESLA EM
HS-90	+	MAG-RAIL
HS-90	+	HS-90
-	+	-

DR. NO MINI-BOSS - LEVEL 2



HIT POINTS	100
ARMOR POINTS	100
SHIELD POINTS	100

DESCRIPTION

Your first miniboss encounter will surprise you; they have the same GoldenEye Shield ability you have. Additionally, they have the same stats as Dr. No's elite soldiers.

WEAPON CONFIGURATIONS

WEAPON 1		WEAPON 2
AR4 COMMANDO	+	-
PREDATOR MG	+	-
MAG-RAIL	+	VENOM 200ML
MAMBA 12G	+	MK2 DETONATOR
MAMBA 12G	+	HS-90
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
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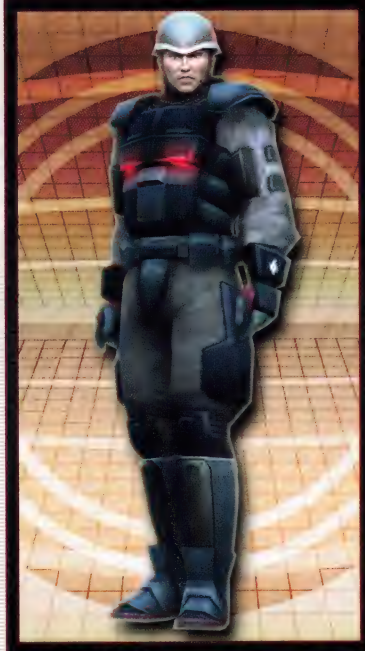
DR. NO MINI-BOSS - LEVEL 3



HIT POINTS	150
ARMOR POINTS	100
SHIELD POINTS	200

DESCRIPTION

These next-tier minibosses are as tough as they get, outside of the two main bosses. They are well-armed to take out your shield, poison you, or unleash a flurry of rounds with the Predator MG.

WEAPON CONFIGURATIONS

WEAPON 1		WEAPON 2
PREDATOR MG	+	-
MAMBA 12G	+	MAG-RAIL
HS-90	+	VENOM 200ML
HS-90	+	TESLA EM
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
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-	+	-

OCTOPUS GUARD

HIT POINTS	50
ARMOR POINTS	75
SHIELD POINTS	0

DESCRIPTION

Found on Mission Six, these guards are the entry-level soldiers in the complex. You shouldn't have too much trouble disposing of them due to their lower stats. However, they can wield a large assortment of weapons.

WEAPON CONFIGURATIONS

WEAPON 1		WEAPON 2
AR4 COMMANDO	+	-
JACKAL .357	+	JACKAL .357
JACKAL .357	+	VENOM 200ML
JACKAL .357	+	TESLA EM
MK2 DETONATOR	+	-
VENOM 200ML	+	-
TESLA EM	+	-
HARPOON RL	+	-
MAMBA 12G	+	-
MAMBA 12G	+	MK2 DETONATOR
HS-90	+	-
HS-90	+	MK2 DETONATOR
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-

OCTOPUS ELITE

HIT POINTS	100
ARMOR POINTS	100
SHIELD POINTS	0

DESCRIPTION

These guys aren't called "elite" for nothing. They are twice as powerful as their comrades, and they work well with the other Octopus troops to launch an all-out assault. They are very well-armed, so take them out quickly.

WEAPON CONFIGURATIONS

WEAPON 1		WEAPON 2
JACKAL .357	+	JACKAL .357
VENOM 200ML	+	MAG-RAIL
PREDATOR MG	+	-
OMEN XR	+	-
TESLA EM	+	VENOM 200ML
TESLA EM	+	MAG-RAIL
TESLA EM	+	HS-90
MAG-RAIL	+	-
HARPOON RL	+	-
MAMBA 12G	+	-
MAMBA 12G	+	MAG-RAIL
MAMBA 12G	+	HS-90
HS-90	+	VENOM 200ML
HS-90	+	MAG-RAIL
HS-90	+	HS-90
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-

OCTOPUS MINI-BOSS

HIT POINTS	150
ARMOR POINTS	100
SHIELD POINTS	200

DESCRIPTION

The Octopus minibosses are generally surrounded by other guards. Use any explosives or scoped weapons to take out their comrades before trying to eliminate them.

WEAPON CONFIGURATIONS

WEAPON 1		WEAPON 2
PREDATOR MG	+	-
OMEN XR	+	-
TESLA EM	+	-
MAG-RAIL	+	VENOM 200ML
MAG-RAIL	+	MAMBA 12G
-	+	-
-	+	-
-	+	-
-	+	-
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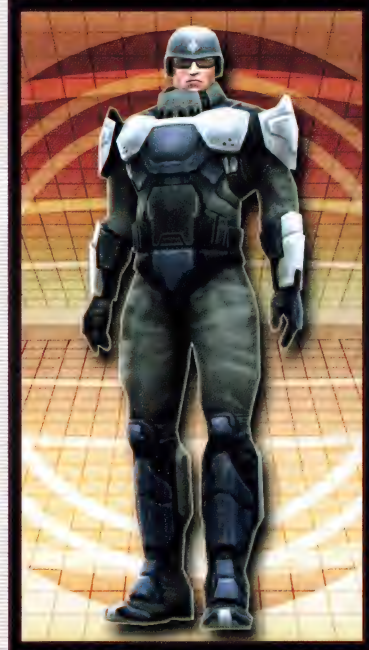
LAIR GUARD



HIT POINTS	50
ARMOR POINTS	75
SHIELD POINTS	0

DESCRIPTION

These are some of the first enemies you encounter in Volcano Lair. Though they are not as strong as many of the foes you have defeated, these late-game enemies more-powerful weapons.

WEAPON CONFIGURATIONS

WEAPON 1		WEAPON 2
AR4 COMMANDO	+	-
JACKAL .357	+	JACKAL .357
JACKAL .357	+	VENOM 200ML
JACKAL .357	+	TESLA EM
MK2 DETONATOR	+	-
VENOM 200ML	+	-
TESLA EM	+	-
HARPOON RL	+	-
MAMBA 12G	+	-
MAMBA 12G	+	MK2 DETONATOR
HS-90	+	-
HS-90	+	MK2 DETONATOR
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-

LAIR ELITE

HIT POINTS	100
ARMOR POINTS	100
SHIELD POINTS	0

DESCRIPTION

The Lair troops are not enemies you can roll right through. They have a great assortment of guns, plus the stats and smarts to use each weapon effectively against you.

WEAPON CONFIGURATIONS

WEAPON 1		WEAPON 2
JACKAL .357	+	JACKAL .357
VENOM 200ML	+	MAG-RAIL
PREDATOR MG	+	-
OMEN XR	+	-
TESLA EM	+	VENOM 200ML
TESLA EM	+	MAG-RAIL
TESLA EM	+	HS-90
MAG-RAIL	+	-
HARPOON RL	+	-
MAMBA 12G	+	-
MAMBA 12G	+	MAG-RAIL
MAMBA 12G	+	HS-90
HS-90	+	VENOM 200ML
HS-90	+	MAG-RAIL
HS-90	+	HS-90
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-

LAIR MINI-BOSS

HIT POINTS	150
ARMOR POINTS	100
SHIELD POINTS	200

DESCRIPTION

As the last minibosses in the game, these guys are just as tough as you'd expect. Try to drop their shields and fight fire with fire by grabbing an OMEN XR or an equally powerful gun.

WEAPON CONFIGURATIONS

WEAPON 1		WEAPON 2
PREDATOR MG	+	-
OMEN XR	+	-
TESLA EM	+	-
TESLA EM	+	VENOM 200ML
MAG-RAIL	+	VENOM 200ML
MAG-RAIL	+	MAMBA 12G
-	+	-
-	+	-
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-	+	-
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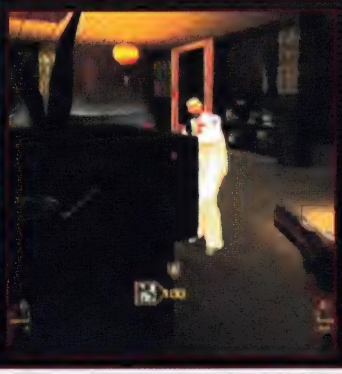
TRIAD INFORMANT



HIT POINTS	100
ARMOR POINTS	100
SHIELD POINTS	0

DESCRIPTION

The Triads are found exclusively in Hong Kong. This version carries the AR4 Commando, and will pepper you with a ton of rounds if you are careless. Informants are the most powerful Triads, so do not take them for granted.

WEAPON CONFIGURATIONS

WEAPON 1		WEAPON 2
AR4 COMMANDO	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
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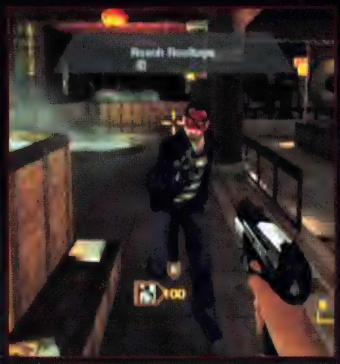
TRIAD GUARD



HIT POINTS	25
ARMOR POINTS	25
SHIELD POINTS	0

DESCRIPTION

These are the weakest of their clan; they are the common soldiers of the Triad organization. Their weaponry and low stats should mean they're not much of a threat.

WEAPON CONFIGURATIONS

WEAPON 1		WEAPON 2
JACKAL .357	+	-
MAMBA 12G	+	-
HS-90	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
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-	+	-
-	+	-

TRIAD ELITE

HIT POINTS	50
ARMOR POINTS	75
SHIELD POINTS	0

DESCRIPTION

These are the middle-ranked troops of the Triads, and their stats fall between the guards and the informants. The key to knowing how to deal with them is to look at their masks to determine their stats.

WEAPON CONFIGURATIONS

WEAPON 1		WEAPON 2
AR4 COMMANDO	+	-
JACKAL .357	+	JACKAL .357
MAMBA 12G	+	-
HS-90	+	-
-	+	-
-	+	-
-	+	-
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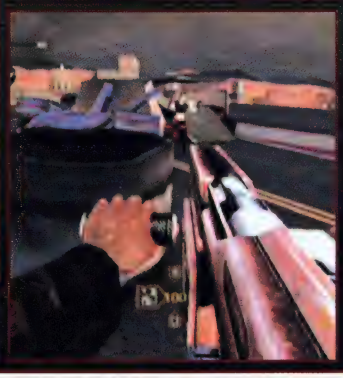
XENIA ONATOPP (ON GROUND)



HIT POINTS	650
ARMOR POINTS	100
SHIELD POINTS	200

DESCRIPTION

Ms. Onatopp has a lot of hit points, so taking her down won't be easy. Fortunately, she isn't carrying any megapowerful weapons. Use the Harpoon RL to inflict some serious damage and to cut into her high shield and hit-point values.

WEAPON CONFIGURATIONS

WEAPON 1		WEAPON 2
JACKAL .357	+	VENOM 200ML
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
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XENIA ONATOPP MINI-AIRCRAFT

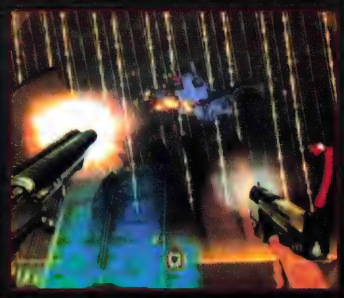
STATS

HIT POINTS	910
SHOTS PER SECOND	4

DESCRIPTION

A quick flier that has an equally fast firing rate. Keep it in your sights and seek cover to avoid the rapid guns on this flying assault vehicle. Xenia's version might look similar to the standard mini-aircraft, but it's packin' a much more intense punch!

MINI-AIRCRAFT



STATS	
HIT POINTS	275
SHOTS PER SECOND	5

DESCRIPTION

These can chew you up with their rapid gunfire. Luckily, they aren't very sturdy and they can be shot down without much effort.

DR. NO (ON GROUND)

HIT POINTS	400
ARMOR POINTS	0
SHIELD POINTS	250

DESCRIPTION

A very difficult opponent due to his high shield points and the fact that it can be very difficult to get a clean shot at him. Circle-strafe to keep him in your sights as you lay down some serious gunfire.

WEAPON CONFIGURATIONS

WEAPON 1 MAG-RAIL	+	WEAPON 2 TYPE-S FRAG
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
-	+	-
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-	+	-

DR. NO'S AIRCRAFT

STATS	
HIT POINTS	2800
SHOTS PER SECOND	2

DESCRIPTION

The toughest of the airborne crafts, this bird will have you longing for a Harpoon RL. While its firing rate is not horribly fast, it has ample hit points that'll enable it to last quite a while as it circles and fires at you from afar.

HELICOPTER

STATS	
HIT POINTS	410
SHOTS PER SECOND	2

DESCRIPTION

The standard-issue helicopter is not as tough as the aircraft, but it is twice as strong as the miniature version. Keep it in your sights and drop it as soon as you get the chance.

TANK

STATS	
HIT POINTS	1000
SHOTS PER SECOND	2

DESCRIPTION

You will get to know these very well once you hit the top part of the dam. There are numerous tanks there, and the Harpoon RL is your ticket to dispatch them. It will take a couple of shots to destroy a single tank.

REWARDS

The scoring formula is based on the simple principal of rewarding players for being as evil (Rogue) as they can be. To achieve the highest score and the most-evil rankings, you will need to utilize a large array of weapons and techniques. Your composite score will be based on the sum of total eliminations, Rogue Bonuses, precision, and difficulty bonuses. Each elimination with a different weapon earns you one point; thus it is in your best interest to use every gun for at least one elimination. Each Rogue Bonus is awarded two points. The precision bonus is based on a complex formula to determine your overall accuracy. The difficulty bonus allots a certain number points for each difficulty mode, as follows: **Easy = 0, Medium = 20, Hard = 45, YOLO = 100**.

Note: If you achieve one of the higher point totals, you'll receive the rewards for it, plus those for all the lesser totals.

MISSION 01 REWARDS	
2 OCTOPI	Level Art Pack: Stills, Personal Sidearm, GoldenEye Implant
3 OCTOPI	MP Map: Pump Room
4 OCTOPI	MP Skin: Auric Elite
5 OCTOPI	Level Art Pack II, MP Modifier: Randomized Weapon

MISSION 02 REWARDS	
2 OCTOPI	Level Art Pack: Stills
3 OCTOPI	MP Map: Carver's Press
4 OCTOPI	MP Skin: Dr. No Elite
5 OCTOPI	Level Art Pack II, MP Modifier: Lethal Strike

MISSION 03 REWARDS	
2 OCTOPI	Level Art Pack: Stills
3 OCTOPI	MP Map: Bathhouse
4 OCTOPI	MP Skin: Triad Informant
5 OCTOPI	Level Art Pack II, MP Powerup: Adrenaline

MISSION 04 REWARDS	
2 OCTOPI	Level Art Pack: Stills
3 OCTOPI	MP Map: Midas Vault
4 OCTOPI	MP Model: Oddjob
5 OCTOPI	Level Art Pack II, MP Powerup: Regeneration

MISSION 05 REWARDS	
2 OCTOPI	Level Art Pack: Stills
3 OCTOPI	MP Map: Turbine
4 OCTOPI	MP Skin: Xenia Onnatop
5 OCTOPI	Level Art Pack II, MP Powerup: Eye Overcharge

MISSION 06 REWARDS	
2 OCTOPI	Level Art Pack: Stills
3 OCTOPI	MP Map: Fissure Platform
4 OCTOPI	MP Skin: Lair Guard
5 OCTOPI	Level Art Pack II, MP Modifier: Rapid Eye Recharge

MISSION 07 REWARDS	
2 OCTOPI	Level Art Pack: Stills
3 OCTOPI	MP Map: Dr. No's Reactor
4 OCTOPI	MP Skin: Dr. No
5 OCTOPI	Level Art Pack II, MP Powerup: Speed Loader

MISSION 08 REWARDS	
2 OCTOPI	Level Art Pack: Stills
3 OCTOPI	MP Map: Goldeneye's Retreat
4 OCTOPI	MP Skin: Lair Elite
5 OCTOPI	Level Art Pack II, MP Modifier: Turbo

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Games/Action
Platforms: Nintendo GameCube™, PlayStation®2 computer entertainment system, Xbox®

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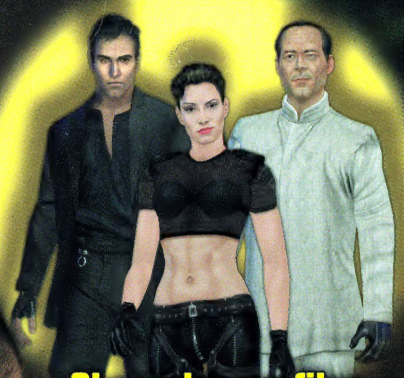

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